

SWORDS & WIZARDRY

ABRIDGED, EXPANDED AND EDITED BY FITZ, BASED ON WORK BY MATTHEW J. FINCH



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Swords & Wizardry

CORE RULES

By Matthew J. Finch

abridged and edited for his own campaigns by Fitz

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INTRODUCTION

In 1974, Gary Gygax (1938-2008) wrote the world's first fantasy role-playing game, a simple and very flexible set of rules that launched an entirely new genre of gaming. In 1976, the first supplement to these rules was published, with Rob Kuntz as Mr. Gygax's co-author. Many years later, in the year 2000, *Wizards of the Coast* allowed the use of most of the material from that game under a license called the Open Game License. What you're reading is an approximate re-creation of the Gary Gygax original fantasy role-playing game, created using the Open Game License. The re-creation isn't exact – it's not allowed to be, and we have treated the original copyright with utmost respect. But while the language in this book may be a little bit less magical than in the original, we believe the rules and system are close enough to reproduce the "lightning in a bottle" of that original edition (often called *0e*). In fact, we think *Swords & Wizardry* is actually a bit better organized and easier to learn than the original. Since the original rules were supplemented with several later books, it's impossible to nail down any "canon" set of rules for *0e*. This is our interpretation of the game, using rules and systems from only the original set of rulebooks and some selected rules-material from the later supplements.

Swords & Wizardry is a fantasy role-playing game. The rules are extremely short, compared to the multi-paged rule-libraries required to play most modern role-playing games. Yet this game contains within itself all the seeds and soul of mythic fantasy, the building blocks of vast complexity, the kindling of wonder. The game is so powerful because it's encapsulated in a small formula, like a genie kept imprisoned in the small compass of an unremarkable lamp. It's also, for that matter, the ultimate tool for the expert Game Master who customizes his worlds with variant rules and non-Tolkienesque visions of swords & sorcery. The customizability of a small system is very powerful.

Because the rules and system of *0e* was the foundation for many later fantasy role-playing games, you will find that *Swords & Wizardry* is more than just a simulacrum of *0e*. It is also designed to be compatible with a number of other fantasy games, both in their original forms or created using the Open Game License. You will find that this game is compatible with First Edition (Gary Gygax), Second Edition, Basic (Moldvay), Basic (Holmes), OSRIC, *Labyrinth Lord*, and others. Modules created for these games will be usable (to a greater or lesser degree) with *Swords & Wizardry*, and *Swords & Wizardry* modules are playable using the rules for any of these other games.

Also, you can publish your own adventures, house rules, and other materials for this game. Guidelines and requirements are in the back of the book right before the Open Game License.

Enjoy!

Matt Finch

A NOTE ABOUT SWORD & SORCERY GAMING

The *Swords & Sorcery* genre of writing presented characters who were morally ambiguous, not fighting for the greater good, but scabbling for power and money with only a few scruples. True, they usually had more scruples than the villains, but not by all that much.

High fantasy, on the other hand, is often defined by the fact that the heroes are unquestionably the good guys, fighting evil powers for the greater good of mankind.

Swords & Wizardry is designed for the *Swords & Sorcery* genre, where the characters begin as a seedy band of tomb-robbers and mercenaries. Along the way, these characters might become more respectable and morally conscientious as they gain wealth and lands . . . but they might not.

The rules of *Swords & Wizardry* can be used for High Fantasy gaming just as easily as they can for *Swords & Sorcery* gaming – which is why there aren't any official rules for "alignment" – but to really kick it loose, this is a game of *Swords & Sorcery*.

THE DICE

Swords & Wizardry uses several different kinds of dice, and we abbreviate them according to how many sides they have. So, the four-sided die is called a d4, and if we're telling you to roll 3 of them, we say to roll 3d4. The six-sided die is a d6, the eight-sided die is a d8, the ten-sided die is a d10, the twelve-sided die is a d12, and the twenty-sided die is a d20.

There's one other die, the d100. There is no die with 100 sides – what you do to roll a d100 is to roll two ten-sided dice, treating the first roll as the “tens” and the second roll as the “ones.” A result of 0 and 0 means a result of “100.” So, if you were to roll a 7 and then a 3, that would mean a 73.

PLAYING THE GAME, GENERALLY

Swords & Wizardry is a free-form role-playing game, meaning that there aren't very many rules. The Game Master is responsible for handling situations that aren't covered by the rules, making fair evaluations of what the characters do and deciding what happens as a result. This is not a game in which the players are “against” the GM, even though the GM is responsible for creating tricky traps, dangerous situations, and running the monsters and other foes the PCs will encounter during the game. In fact, the players and the GM cooperate with each other to create a fantasy epic, with the GM creating the setting and the players developing the story of the heroes. If they aren't skillful and smart, the epic might be very short. But it's not the GM's job to defeat the players – it's his job to provide interesting (and dangerous) challenges, then referee the story fairly.

Here is a quick example of how the game works. A fighting-man, Arnold the Lion, is fighting three goblins in a dark alley of the Glittering City of Semoulia. We begin eavesdropping slightly after the encounter begins.

Arnold's player: “I draw myself up to full height and inform them that I'm a captain of the guard. My soldiers are right behind me, and these vermin better run or I'll have them killed and brought in for interrogation.”

GM: “Um, no. They're not buying it. You're covered in filth from that garbage pit, remember?”

Arnold's player: “Oh, yeah, I forgot that.”

GM: “Roll initiative.” (*Secretly rolls a d6 and gets a 6.*)

Arnold's player: “I rolled a 2.”

GM: The goblins attack first. They're all more than ten feet from you, and they move forward with their clubs at the ready.”

Arnold's player: “They don't charge?”

GM: “Nope.”

Arnold's player: “So they don't get an attack because they closed in. My turn to attack, right?”

GM: “Yep.”

Arnold's player: (*rolls a d20*) “16. Hah! Plus my BHB that equals 17, plus my strength bonus makes it a total of 18.”

GM: (Takes note that goblins have an armour class of 14, using the ascending AC rules). “You chop your sword into the leading goblin. Roll damage.”

Arnold's player: (*rolls a d8*). “1 point, but I've got a +2 damage bonus, so that's 3.”

GM: (*Thinks to himself: That's enough to kill it. It only had 2 hit points.*). “Okay, so as it's moving forward, it slips a little bit in a puddle on the stones of the narrow alley where you're fighting, and it skids right onto your sword. You yank out the blade and it falls dead to the ground. The other two are still attacking, but they look nervous now. They're obviously starting to reconsider this whole thing.”

CREATING A CHARACTER

Unless you're going to be the Game Master, you start by creating a character. You'll roll some dice to determine your character's strength and other basic attributes, pick a character class, use the character's game money to buy equipment, and then start to play. If you're the Game Master, you've got a bit more preparation to do – that's covered later in a section especially for you.

SET UP YOUR CHARACTER SHEET

Information about your character goes on a character sheet, which can be as simple as an index card (at least, until your character gets more powerful). The card might look like this, with your equipment (and maybe spells) jotted down on the back:

Name:					
Strength:		Race:		Weapon:	
Dexterity:		Class:		Base Hit Bonus:	
Constitution:		Level:		Total Hit Bonus:	
Intelligence:		XP Bonus:		Damage Bonus:	
Wisdom:		Current XP:		Armour Class:	
Charisma:		Gold Pieces:		Notes:	
Hit Points:					

ROLL ABILITY SCORES

The basic attributes of a character are numbers representing strength, dexterity (quickness and coordination), constitution (general health and hardiness), intelligence (education and IQ), wisdom (common sense), and charisma (leadership). The first step to create a character is to roll dice for these six ability scores. There are many ways to generate the characteristic range; three methods follow:

1. The most basic (and chancy) way to generate Characteristic scores is to roll 3d6 for each ability in turn. This will generally produce characters of fairly average abilities, but has a small chance of creating exceptionally good (or bad) characteristics.
2. A slightly more flexible system allows the player to shift the characteristics around after rolling them, so that a player who wants to play a magic-user (for example) would be able to ensure that his or her highest ability score would go to intelligence.
3. To get characters that will generally be somewhat better than the average peasant, roll 4d6 for each characteristic, discarding the lowest die each time. Then arrange the scores to suit the desired character class.

ABILITY MODIFIERS

Your ability total will modify the results of certain die rolls, such as Characteristic Saves, and may also have an effect on other things such as learning languages or attracting followers.

The Universal Ability Modifiers are as follows; specific modifiers are detailed in the Ability Descriptions.

Score	-4	-3	-2	-1	0	1	2	3	4-5	6-8
Modifier	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1
Ability Score of 9-12: Modifier ±0										
Score	13-15	16-17	18	19	20	21	22	23	24	25
Modifier	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10

ABILITY DESCRIPTIONS

STRENGTH

Your Strength ability modifier applies when attacking with a sword or other hand-held weapon (called a “melee weapon”), adjusting both your “to-hit” and damage rolls.

It also applies when attempting tasks where strength is the primary characteristic such as opening doors that are stuck, bending bars, lifting a portcullis, tossing a dwarf across an abyss on to a causeway crowded with savage orcs, and so on.

Strength is the prime attribute for fighters.

Encumbrance

Encumbrance is split into four broad categories, as shown below:

Total Weight Carried (in pounds)	Encumbrance Level	Movement Rate	DEX Save Adjustment
Up to STR x 5	Light	No change	0
Up to STR x 10	Moderate	-1/4	-2
Up to STR x 15	Heavy	-1/2	-3
Up to STR x 20	Very Heavy	-3/4	-4

DEXTERITY

Your Dexterity ability modifier applies when attacking with a bow or other missile weapon (usually called a “ranged weapon”), and also to your Armour Class, making you harder to hurt if you have a high dexterity or easier to hit if you have a low one.

A high dexterity also aids in the execution of tasks requiring agility and precision, such as balancing, sleight of hand, moving stealthily and so forth.

CONSTITUTION

Your Constitution ability modifier applies to your character hit points when they are thrown at every level. Your hit dice depend on what character class you choose.

Regardless of any negative Constitution modifier, you will always get at least one hit-point per level.

Your constitution score will also affect the ease with which you can shrug off (or submit to) the effects of poison or disease, or withstand physical hardships.

Constitution is, in part, a measure of the character's endurance.

INTELLIGENCE

A high intelligence is the prime attribute for magic-user characters, and only magic-users with high intelligence are able to learn the highest-level spells.

High intelligence also aids with tasks requiring good memory or analytical skills, and also represents a good general education.

Note: the bonus spells referred to increase the number of daily spell slots available to the magic-user. They are not cumulative.

Intelligence Score	Maximum Additional Languages	Maximum Spell Level	Bonus Spell (Magic-Users Only)
7 or less	0	Nil	None
8	1	Nil	None
9	1	5	None
10	2	5	None
11	2	6	None
12	3	6	None
13	3	7	None
14	4	7	None
15	4	8	1x L1 spell
16	5	8	1x L1 spell
17	5	9	2x L1 spell
18	6	9	2x L1, 1x L2 spell

WISDOM

Any character with a wisdom score of 13 or higher gains a 5% bonus to all experience point awards.

Where Intelligence reflects knowledge and deductive reasoning, Wisdom reflects a character's common sense and perceptiveness. A character with a low Wisdom is likely to be rash and foolhardy, and might engage in acts that he or she knows intellectually to be foolish.

High wisdom is useful in tasks requiring good perception such as seeking out secret doors, and also in situations where perceptiveness and common sense are advantageous — for example, in some negotiation scenarios where true motivations may be hidden. It can also help the character resist the effects of some spells, such as illusions or mental controls.

A character's wisdom bonus is applied as a modifier to their d20 Surprise roll. Thus a character with a wisdom of 16 would get +2 to their surprise rolls, while a character with a wisdom of 7 would have a -1 penalty to their surprise rolls.

CHARISMA

Any character with a charisma score of 13 or higher receives a bonus of 5% to all experience point awards.

A highly charismatic character has a better chance to talk their way out of trouble, and can lead more followers than characters with a low charisma.

Maximum Number of Special Hirelings (Followers)

Note: Does not include normal men-at-arms.

Charisma	Less than 3	3-4	5-6	7-8	9-12	13-15	16-17	18
Followers	0	1	2	3	4	5	6	7

CHARACTERISTIC SAVES

From time to time, your GM may ask you to make a Wisdom Save, or a Dexterity Save, or some other kind of characteristic-based saving throw.

To succeed, you must roll 3d6 and score **less than** the appropriate characteristic total, plus or minus any appropriate modifiers as determined by the GM.

For example, Hungor the Mighty is attempting to puzzle out a manuscript with some very hard words, and the GM asks for an Intelligence Save to see if he can manage the herculean task. Hungor's thews are mighty, but his brain, alas, is not — he has an INT of only 7, and therefore must roll **less than 7** on 3d6 to succeed. Hungor rolls a 9, fails to make out the joined-up writing and tosses away the manuscript in disgust.

His trusty comrade, Billiam the Sly, snatches up the manuscript. Billiam is able to read fluently, the manuscript is in a familiar tongue, and the GM therefore decrees that Billiam can read it without requiring any die roll at all. It is a notice offering a reward for the safe return of Hortan the Necrophage's pet catoblepas.

DEXTERITY SAVES

DEX Saves are affected by the armour you're wearing, and the weight you're carrying, as well as any situational modifiers decreed by the GM

Encumbrance adjusts the DEX Save by up to -4.

Armour penalizes your DEX save according to its type, as shown here. The penalty for carrying a shield is in addition to that for any other armour.

The penalties for encumbrance and armour are cumulative, so a character wearing plate armour, carrying a shield, and at Very Heavy encumbrance would have their 3d6 DEX Save dice roll reduced by a whopping -11!

Encumbrance	Armour Type	DEX Save Adjustment
Light	None	0
Moderate	Leather	-2
Heavy	Ring	-3
Very Heavy	Chain	-4
	Banded	-5
	Plate	-6
	Shield	-1

CHOOSE A CHARACTER CLASS

Once you've rolled up your ability scores, the next step is to choose a character "class." There are four character classes: **fighting-man** (also called a **fighter**), **fighter-mage**, **magic-user**, and **thief**. There are also "sub"-classes available that can add abilities to your base class. After choosing your character class, make sure to write down your experience point (XP) bonus. It's based on your Wisdom (possible +5%), your charisma (possible +5%), and the Prime Attribute for the character class you choose (possible +5%), with a total possible +15%.

A NOTE REGARDING WEAPON AND ARMOUR RESTRICTIONS

A character employing a weapon not permitted by their class restrictions incurs a -3 penalty to both attack and damage rolls. A character wearing restricted armour incurs a -3 penalty to armour class.

A magic-user cannot cast spells when wearing any type of armour except magical bracers. A fighter-mage can cast spells in armour only if it is magical, and then only if the level of the spell being cast is no greater than 3 times the magical "pluses" of the armour.

THE FIGHTER

You are a warrior, trained in battle and in the use of armour and weapons. Perhaps you are a ferocious Viking-type raider, a roaming samurai, or a medieval knight. Whatever type of fighting-man you choose to play, you will probably end up on the front lines of your adventuring party, going toe-to-toe with dragons, goblins, and evil cultists, hacking your way through them and taking the brunt of their attacks. The fighting-man character is best equipped of all the character classes to dish out damage and absorb it, too. Magic-users cast spells, but the down-and-dirty hack and slash work is up to you. You're going to serve as the party's sword and shield, protecting the weaker party members and taking down the

Fighter Advancement Table

Level	XP Required	Hit Dice (d6 +2)	Base Combat Bonus	Attacks/ Rd	Saving Throw
1	0	1	+0	1	16
2	2,000	2	+0		15
3	4,000	3	+1		14
4	8,000	4	+2		13
5	16,000	5	+2		12
6	32,000	6	+3		11
7	64,000	7	+4	3/2 rds	10
8	128,000	8	+5		9
9	256,000	9	+6		8
10	350,000	9+3 hp	+7		7
11	450,000	9+6 hp	+7		6
12	550,000	9+9 hp	+8		6
13	650,000	9+12 hp	+9	2	6
14	750,000	9+15 hp	+9		6
15	850,000	9+18 hp	+10		6
16	950,000	9+21 hp	+11		6
17	1,050,000	9+24 hp	+12		6
18	1,150,000	9+27 hp	+12		6
19	1,250,000	9+30 hp	+13	5/2 rds	6
20	1,350,000	9+33 hp	+13		6

enemies before you. Perhaps one day they will tell legends of your battle prowess, and followers will flock to your castle stronghold where you revel in your fame, riches, and newly earned nobility. Fail, of course, and you'll die, just another forgotten warrior in a dangerous world...

- Hit Die Type: 1d6+2 per level (After reaching 9 HD, the fighter gains only 3 hp per level)
- Armour/Shield Permitted: Any
- Weapons Permitted: Any
- Prime Attribute (+5% xp): Strength 13+

FIGHTER CLASS ABILITIES

Establish Stronghold (9th): At ninth level, a fighter may establish a stronghold and attract a body of loyal men-at-arms who will swear fealty to him. Most likely, the protection of a castle will attract villagers, and the fighting-man will become a feudal lord or even a baron.

Multiple Attacks: Against creatures with less than one full hit die, a fighter may make one hand-to-hand attack per level each round.

Otherwise, from 1st to 6th level, a fighter makes one hand-to-hand attack per round. From 7th to 12th level he or she makes 3 attacks per 2 rounds — 2 attacks in the first round, one in the second, two in the third, one in the fourth and so on. From 13th to 18th level, a fighter may make two attacks per round. From 19th to 25th level, he or she makes five attacks per two rounds, alternating three and two attacks in successive rounds. From 26th level onwards, a fighter can make three hand-to-hand attacks every round.

Fighters require 100,000 xp per level beyond L10 and gain just 3hp per level from L10 on.

THE FIGHTER-MAGE

Fighter-mages are neither as good at fighting as a true fighter, nor as good at wizardry as a genuine magic-user, but they can both fight and cast magic spells, and if wearing magical armour, can do so while fully armoured — no small advantage!

- Hit Die Type: 1d6+1 per level (After reaching 9 HD, the fighter-mage gains only 2 hp/level)
- Armour/Shield Permitted: Any
- Weapons Permitted: Any
- Prime Attribute (+5% xp): Strength or Intelligence 13+

FIGHTER-MAGE ABILITIES

Spell Casting: Fighter-mages cast spells in exactly the same way Magic-users do. If they have magic armour they need not doff it in order to cast any spell whose level is not greater than three times the “pluses” of the armour, but mundane armour must be divested before any

Fighter-Mage Advancement Table

Level	XP Required	Hit Dice (d6+1)	Base Combat Bonus	Saving Throw
1	0	1	+0	15
2	2,250	2	+0	14
3	4,500	3	+1	13
4	9,000	4	+1	12
5	18,000	5	+2	11
6	36,000	6	+2	10
7	72,000	7	+3	9
8	150,000	8	+3	8
9	300,000	9	+4	7
10	410,000	9+2	+5	6
11	520,000	9+4	+5	5
12	630,000	9+6	+6	5
13	740,000	9+8	+7	5
14	850,000	9+10	+7	5
15	960,000	9+12	+8	5
16	1,170,000	9+14	+8	5
17	1,280,000	9+16	+9	5
18	1,390,000	9+18	+10	5
19	1,500,000	9+20	+10	5
20+	1,610,000	9+22	+11	5

spell-casting can be successful.

A fighter-mage is limited to spells of 12th level at maximum.

Stronghold (9th level): At ninth level, a fighter-mage character may establish a stronghold and attract a body of loyal men-at-arms and/or other minions who will swear fealty to him.

Fighter-mages require +110,000 per level beyond L10 and gain just 2hp per level from L10 onwards

THE MAGIC-USER

The magic-user is a mysterious figure, a student of arcane powers and spell casting. Usually cloaked in robes woven with mystical symbols, magic-users can be devastating opponents. However, they are usually physically weaker than other adventuring classes, and are usually untrained in the use of armour and weapons. As magic-users progress in level, they generally become the most powerful of the character classes, but at lower levels they are quite vulnerable and must be protected by the other party members. Perhaps one day, though, you will rise to such heights of power that you can build a mystically protected tower for your researches, create fabulous magic items, and scribe new formulae for hitherto unknown spells. Such arch-mages can sway the politics of kingdoms, and command respect and fear across the realms ...

- Hit Die Type: 1d6-1 per level (Note: A magic-user gains a minimum of one point per level. After reaching 9 HD, the magic-user gains only 1 hp per level)
- Armour/Shield Permitted: None
- Weapons Permitted: Short sword, dagger, dart, staff
- Prime Attribute (+5% xp): Intelligence 13+

Magic-User Advancement Table

Level	XP Required	Hit Dice (d6-1)	Base Combat Bonus	Saving Throw
1	0	1	+0	15
2	2,500	2	+0	14
3	5,000	3	+0	13
4	10,000	4	+1	12
5	20,000	5	+1	11
6	40,000	6	+2	10
7	65,000	7	+2	9
8	95,000	8	+3	8
9	135,000	9	+3	7
10	190,000	9+1	+4	6
11	285,000	9+2	+5	5
12	385,000	9+3	+5	5
13	515,000	9+4	+5	5
14	645,000	9+5	+6	5
15	775,000	9+6	+6	5
16	905,000	9+7	+7	5
17	1,035,000	9+8	+7	5
18	1,165,000	9+9	+7	5
19	1,295,000	9+10	+7	5
20	1,425,000	9+11	+8	5

MAGIC-USER CLASS ABILITIES

A magic-user owns a book of spells, which does not necessarily include all of the spells on the standard lists. If the magic-user finds scrolls of spells while adventuring, they can copy them into their spell book(s).

A magic-user can attempt to read (or copy from) a scroll of a spell of a level higher than he or she could normally learn, but in that case there is a chance that the spell may fail or even backfire (20% per character level lacking for the spell to fail; if it does fail it will backfire 50% of the time).

Wizard's Tower (11th): At 11th level, a magic-user gains the title of "wizard," and can build a stronghold for himself to house his libraries and laboratories. He will attract a mixed bag of mercenar-

ies, strange servants (some with odd abilities and deformities), and even a few monsters, perhaps. This motley crew will swear fealty to him and serve him with whatever loyalty he can inspire in them.

Magic-Users require 130,000xp per level beyond L14. Saving throw remains at 5 from L11.

THIEF

The thief is the quintessential treasure seeker. Often self-serving, and almost invariably chaotic, this character prefers the sideways approach to wealth acquisition.

While stealth and a good plan (when possible) are the thief's favored weapons, it would be ill-advised to discount this hugger-mugger as a lesser-skilled combatant. Only a man-at-arms is likely to survive, let alone escape unscathed, a tussle with a rogue.

Thieves are often proven swordsmen, rivaling even the best of fighting men. Only their preference for light armour endangers their chance for victory against more heavily armoured foes.

- Prime Attribute: (+5% xp) Dexterity 13+
- Hit Dice: 1d6 (Gains a minimum of 1hp per level, and just 1 hp/level after 9th level.)
- Armour/Shield Permitted: Leather armour only, no shield
- Weapons Permitted: Any one-handed melee or missile weapon, bows, crossbows.

Thief Advancement					
Level	Experience Points	Hit Dice (d6)	Base Combat Bonus	Surprise Attack Damage	Saving Throw
1	0	1	+0	x2	15
2	1,250	2	+0		14
3	2,500	3	+1		13
4	5,000	4	+1		12
5	10,000	5	+2		11
6	20,000	6	+2	x3	10
7	40,000	7	+3		9
8	80,000	8	+3		8
9	160,000	9	+4		7
10	280,000	9+1 hp	+5		6
11	400,000	9+2 hp	+5	x4	5
12	520,000	9+3 hp	+6		5
13	640,000	9+4 hp	+7		5
14	760,000	9+5 hp	+7		5
15	880,000	9+6 hp	+8		5
16	1,000,000	9+7 hp	+8	x5	5
17	1,120,000	9+8 hp	+9		5
18	1,240,000	9+9 hp	+10		5
19	1,360,000	9+10 hp	+10		5
20	1,480,000	9+11 hp	+11		5
21	1,600,000	9+12 hp	+11	x6	5

THIEF CLASS ABILITIES

Keen Detection: A thief is adept at noting slanting passages, traps, shifting walls, and new construction, and is good at spotting hidden and concealed doors. Thieves are all also keen listeners, whether it's overhearing conversations in a tavern or through a door in a quiet dungeon.

Deadly Accuracy with Missiles: Thief characters gain a +2 bonus when throwing or firing missile weapons.

Picking Locks: Two d10 are rolled: the first die indicates the number of turns taken for the attempt, and the second roll indicates success or failure. The lockpicking attempt normally succeeds on a 1 to 3 on 1d10, though particularly fiendish locks may open only on a 1 or even be unpickable.

One turn per three levels of experience may be subtracted from the required time. Zero and negative results indicate that success or failure is determined in a single minute.

Consecutive attempts are normally allowed until success is achieved. However, a 10/10 result at any stage indicates that the lock is beyond the thief's skill to pick.

Moving Silently: When using proper precautions and dressed appropriately, thieves move nearly noiselessly, at a movement rate of 1 per level (up to their maximum normal speed).

Surprise Attack: Thieves gain a +4 attack bonus and do exceptional damage on the first, and only the first, attack on a surprised foe.

At levels 1-5 a surprise attack does double damage, at levels 6-10 triple damage, at levels 11-15 quadruple damage, and so on every five levels.

When being exceptionally stealthy, thieves will surprise most targets on a 1 to 4 on 1d10. This roll may be modified by -1 for every three levels beyond first (4th, 7th, etc). The chance to surprise is never better than 1-8 on 1d10. Depending on circumstances, the referee may, of course, apply modifiers to the die roll.

Thieves have the same chance not to be surprised as they have to surprise others.

Climbing: Thieves may climb normally inaccessible vertical surfaces at the rate of 10ft per round for every two levels, up to their normal walking speed. Depending on circumstances, the referee may require die rolls, which may or may not be modified by the use of climbing equipment.

Thieves require 120,000 experience points per level beyond Level 10. Saving throw remains at 5 from level 11 onwards.

CHANGING CLASS

At some stage in a character's career, they may decide that they want to change direction. A Fighter may elect to embark on the path of magic, or a Thief decide that he or she wants to give up their life of crime and take up a career of martial valour.

Changing one's class is possible, but it is subject to a few restrictions:

- A teacher of the appropriate class must be available and willing to take on the character as an apprentice. This teacher must be of at least 10th level; the term of the apprenticeship will depend on the individual class, but will be at least a year and probably longer.
- Hit-points accrue at the rate of the new class's upper levels, until the new class **exceeds** the old in level. For example, a L7 fighter, on becoming a Thief, accrues only 1hp per level (because thieves get only 1hp per level from L10 onwards) until they reach Thief level 8, whereupon they roll 1d6 for their new Thief level.
- The character retains the Attack Bonus, Saving Throw and any special abilities from their original class until such time as those of the new class become better. For example, a L7 Fighter attacks at +4 and has a save of 10. If he were to become a Thief, his attack bonus would not improve until he reached L10 as a thief, but his save would begin to improve from Thief L7.
- Once a base class is abandoned for a new, it may never again be restarted. The character above could not later decide to go back to being a fighter and continue progressing in that class.

SUB-CLASSES

These are not fully-fledged classes in their own right, but rather they modify the base class to which they are attached. They add abilities which usually become more powerful as the character's level increases; some abilities are not available until the character reaches a certain level.

Note that where an ability is level-based, it refers to the Sub-Class level, which may not necessarily be the same as the character's base level.

As long as the sub-class's prerequisites are met, a character can adopt more than one sub-class — for example, a Thief could, with the approval of the DM, decide to be a Barbarian Druid and get the benefits of both of those sub-classes. Of course the experience penalties for each sub-class are cumulative.

Note that not all sub-classes will be appropriate to every character, regardless of whether the formal prerequisites have been met or not. A thief with the back-story of an urban guttersnipe who has made his way to adulthood through the streets and alleys of a great metropolis will have a hard time convincing the DM that he could reasonably become a Barbarian or a Druid.

EXPERIENCE COST

Each sub-class has an Experience Penalty associated. This reduces the amount of XP the player gets (or increases the amount required to rise in level — the effect is the same), which means that by applying one or more of those sub-classes it will take longer for the character to rise through the levels.

Total all the character's experience modifiers to determine the final experience cost.

For example, if a character has Wisdom 13 and Charisma 13, he or she would have a +10% experience modifier. If they took the Priest sub-class with a -25% experience modifier, they would calculate the total experience cost at +10% -25% = -15% experience.

STARTING A SUB-CLASS AFTER LEVEL 1

It is most straightforward to assign any Sub-Class at the time of character creation, but it is not impossible, with the appropriate training and so forth, for a character to begin advancement in a sub-class at a later date.

If this is the case, the effective level of the sub-class begins at Level 1 when the character takes it on, regardless of their base level, and the sub-level's experience cost takes effect from that point. The level of the sub-class rises with the character's base level, but it will never catch up.

For example, a Level 4 Fighter, through persistence and luck, manages to convince some NPC that they would make an excellent paladin and begins training. At their *next* level they would become a Fighter (L5) Paladin (L1), and they would then begin to suffer the -33% experience penalty associated with the paladin sub-class. The next time they levelled up, they would become a Fighter (L6) Paladin (L2), and so on.

DROPPING A SUB-CLASS

A player can choose to stop advancing in a sub-class at any time, (though there may be certain in-game consequences...) but that doesn't mean that they lose any of the abilities they have gained up to that point, nor do they entirely lose the sub-class experience penalty.

The experience penalty for an inactive sub-class is halved from the character's next level gain and rounded **up** to the nearest 5%.

For example, a character with the Priest sub-class who drops it half way through level 4 still has to pay the full 25% experience penalty until he or she attains level 5. From that point on, the experience pen-

alty is halved to -12.5% (rounded up to -15%).

Under most circumstances a voluntarily dropped sub-class can never again be restarted.

A character who *loses* the abilities of a sub-class for some reason rather than giving the sub-class up voluntarily can usually find some way back — a paladin or priest who accidentally incurs the wrath of his deity and must atone to regain his powers is a classic example. Another is a character whose characteristics or alignment is involuntarily changed so that they no longer conform to the sub-class's prerequisites; if the alignment and/or characteristics are regained, the character will normally be able to continue the sub-class from that point — though there may then be a disparity between the character's base level and that of his or her sub-class.

SUB-CLASS DESCRIPTIONS

BARBARIAN

Can be attached to:	Fighter, Thief
XP Penalty:	-25%
Prerequisites:	None, but no spell use

Barbarians are savage, primitive warriors.

Barbarian features

Barbarians may use only simple weapons; they are profoundly suspicious of mechanical arms such as crossbows or catapults.

Battle Fury: Barbarian warriors can drive themselves into a battle-rage that bestows upon them additional strength and hit-points for a time, and makes them immune to fear or mental control.

The battle-rage grants the barbarian one additional point of STR and CON at 1st level, and an additional point of STR and CON for every 2 Barbarian levels thereafter. The additional CON may grant temporary extra hit-points if it increases the barbarian's CON modifier.

The battle-rage lasts for up to 1d3 rounds per Barbarian level.

This ability is not without its drawbacks however — it is extremely tiring, and after the fit has passed the barbarian is weakened by the same amount of STR and CON they gained, and for as many minutes as rounds were passed in the fury. Note that if they are badly wounded at the end of their Battle Fury, this can actually kill them!

When entering the battle-trance, the barbarian must make a WIS roll; if it is failed, they instead descend into a berserk fury in which they will attack any creature they can see, always attacking the nearest creature until it is dead (or appears to be dead). A barbarian in a berserk rage cannot voluntarily calm down until they literally drop from exhaustion.

Alert: Barbarians are alert to danger and difficult to take by surprise. They get a +1 bonus to their roll for surprise at 1st level, and an additional +1 for every 5 levels of experience.

BARD

Can be attached to:	Fighter, Magic-user, Thief
XP Penalty:	-33%
Prerequisites:	Must be Neutral in alignment, Wisdom, Intelligence & Charisma all 13+

Bards are a member of the Druidic order (see below). They fall below true druids in rank, but neverthe-

less enjoy many of their perquisites. Their primary function is to record tribal history in verse, and to retell those stories, as well as traditional hero-tales, both for entertainment and as oral history.

Bard Features

Bards may wear no armour heavier than leather, and may use only one-handed melee weapons. They may use any muscle-powered missile weapon.

Druids' cant: All bards learn to speak a secret language called the Druids' Cant. The druidic cant may never be taught to non-druids (or bards) on pain of death for both teacher and student. It has a runic written form called Ogham, but bards are not automatically literate as their training and mode of expression is primarily oral.

Music and Poetry: Bards are skilled performers, and begin their careers Good At playing some sort of instrument. They pick up new instruments, songs and tales easily, and are skilled at the composition and recitation of poetry — usually hero-tales, but also rhymes of lore, or even lyrics for pure entertainment.

Magic Use: Bards based on the Fighter or Thief classes are able to learn and cast magical spells, but only those related to charms, illusions or divination. Bards based on Magic-Users can cast spells of any kind. They are restricted to spells of 12th level or lower, and can learn one spell of their own level per day, or up to two spells of each lower level. A fighter- or thief-bard can never learn more total spell levels per day than the sum of his or her Wisdom. For example, a bard with a WIS of 16 could learn a number of spells per day totalling not more than 16 spell levels.

Unlike other spell-casters, bards carry all of their magical lore in their heads — in other words, they don't need spell books. However, it's possible that they may be unable to master any given spell. When attempting to add a new spell to their repertoire, the bard must make an INT save at -1 per level of the spell. If the save fails, they can *never* learn that particular spell.

Aside from the ability to do without a spell book, bards cast spells the same way as any other spell caster... though probably with a little more flair and showmanship.

Memory and Lore: Bards are trained in the techniques of recall, and can set themselves to remember long passages of speech (or writing, if literate). They are storehouses of history, and can often identify objects such as magic items that appear in old tales or lore-lists.

DRUID

Can be attached to:	Any
XP Penalty:	-33%
Prerequisites:	Must be Neutral in alignment

Druids worship the spiritual power of nature, maintain and protect holy places, perform festivals and ritual observances, and protect balance and harmony between civilisation and nature. Their magic is rooted in the mystical oneness of nature, and they have particular power over fire, stone, and weather, as well as over plant- and animal life.

Some druids pay homage to particular nature gods (some of these quite savage), while others eschew all deities and commune directly with the spiritual power of nature.

Historical druids were pan-tribal priests and law-givers, and included in their ranks the bards (see above).

Druid features

Druids may wear no armour heavier than leather, and may use only one-handed melee weapons. They may use any muscle-powered missile weapon.

Druids' cant: All druids learn to speak a secret language called the druids' cant. The druidic cant may never be taught to non-druids on pain of death for both teacher and student. It has a runic written form called Ogham.

Resistance to Fire and Lightning: All druids gain a saving throw bonus of +2 against fire and lightning (electrical) attacks of all kinds.

Druid's Knowledge: A druid can identify natural plant and animal types, and are versed in the lore of natural living things — how they grow, their habits and preferences, and so forth. They can also determine when water is pure and safe to drink.

Speak With Animals and Plants (3rd and higher): Druids can speak to and understand natural animals, and eventually, even plants. At third level, a druid can converse with mammals. At 6th level, they can speak with reptiles and birds, at 9th level with fish, and at 12th level with insects and arachnids. At 15th level they can converse with and understand the slow speech of plants. Understanding is not necessarily automatic — each Round (or Turn, if speaking with plants) of conversation requires a successful Wisdom roll.

Wilderness movement (3rd): At third level and higher, a druid can move through any natural undergrowth leaving no trace of his or her passage, and may do so with no reduction in normal movement speed.

Immunity to fey charm (7th): At seventh level and higher, the druid becomes immune to charms and other such mental enchantments cast by fey creatures such as dryads, pixies, brownies, etc.

Shapeshift (7th): Druids of 7th level or higher may change their form up to once per day per three levels. The form assumed must be a natural animal, no smaller than a mouse, and no larger than a horse; in the process of shapeshifting, the druid recovers 1d6 x 10 percent of any hit points he or she might have sustained as damage.

PALADIN

Can be attached to:	Fighter
XP Penalty:	-33%
Prerequisites:	Wisdom 15+, Charisma 17+, Must be Lawful/Good

A paladin is a holy warrior, dedicated to the service of some god or other and sworn to be and always to remain Lawful Good. If this vow is ever breached, the paladin must atone and perform a penance to be decided by a powerful NPC priest of the same alignment — unless the breach was intentional, in which case the paladin instantly loses his or her enhanced status as a paladin and may never regain it. Such a “fallen paladin” is in all respects a fighter, with no special powers, for the remainder of his or her career.

Paladin features

The Paladin's Path: Paladins may never engage in dishonest or dishonourable conduct, such as lying, stealing, attacking from ambush or by deceit, etc., nor may they tolerate others to do so. They must always grant quarter if requested. Paladins may retain no more than five magic items, and must spend a monthly tithe (1/10) of their total monetary wealth on charitable works.

Divine Favour: Paladins gain +1 to all saving throws, and an additional +1 for every 4 paladin levels.

Cure disease: Paladins can cure disease (as the clerical spell) by touch, once per week. Paladins of higher than 5th level may do so twice per week, and those higher than 10th level thrice per week. Paladins themselves are completely immune to natural diseases.

Detect evil: A paladin may detect evil at any range up to 60 ft at will, provided he or she concentrates on doing so for at least one minute.

Protection From Evil: A paladin radiates an aura within a 10 ft radius, equivalent to the spell *Protection From Evil*.

Lay on hands: Once per day, the paladin may heal 2 hit points per level to themselves or to any other creature touched (e.g. a third level paladin would heal 6hp with this ability).

Turn Undead (3rd): Paladins of third level and higher gain the ability to turn undead, but at two levels

lower than the paladin's level. For example, a 5th level paladin would turn undead as if he or she were 3rd level. This ability may be used once per day per two paladin levels.

Summon warhorse (4th): At fourth level, the paladin may call a special Paladin's Warhorse, a heavy warhorse with enhanced hit points, intelligence and movement speed. Such a destrier may be called only once every ten years. The "calling" will grant to the paladin some sort of vision, showing him or her the location of the destrier, which may need to be caught and tamed, or rescued from some evil captor, or be given by some ruler in return for the fulfillment of some quest — the exact details vary from horse to horse.

Once tamed (or otherwise legitimately obtained), a paladin's destrier is utterly loyal. If the paladin should fall from grace however, it will become an implacable enemy.

PRIEST

Can be attached to:	Any
XP Penalty:	-25%
Prerequisites:	None

Priests intercede between the laity and their gods, and perform the rituals necessary to keep their flock in good odour with often capricious deities. They birth and bury, wed and divorce, bless and curse. In a fantasy milieu where creatures like wraiths, zombies and vampires stalk the night, one of a priest's most important functions is in laying to rest the dead, so that they don't return to trouble the living.

A priest must adhere to the tenets of his or her deity's faith or else they lose all priestly abilities. They could still carry out the rituals, but they would have no real effect (except perhaps to make the recipients feel better). A fallen priest must atone and perform some penitential task set by a priest of the same faith and at least tenth level, or five levels higher than themselves, whichever is higher.

Priest features

Divine Favour: Priests gain +1 to all saving throws, and an additional +1 for every 4 priest levels.

Ceremony: A priest can perform day-to-day rituals like marriage and so forth for members of their faith, and have them recognised not only legally, but more important, divinely.

Turn Undead: Good-aligned priests can turn, and evil priests command undead as per the spell. This ability can be used once per day per two priest levels.

Divine Healing: Once per day, the priest may heal 2 hit points per level to any creature touched (e.g. a third level priest would heal 6hp with this ability)

Divine Intervention: A priest in good standing can supplicate his or her deity for aid in extremis. Unlike other characters, who get a straight 1% chance of success, a priest's chance of receiving some kind of divine intervention is 3% per level.

The exact response cannot generally be predicted, and will depend largely on the deity's mood. Gods are notoriously short-tempered, and a priest who over-uses or abuses this privilege is likely to find him or herself in their deity's bad books.

Bless/Curse (3rd): Once per day per level, from Level 3, a priest can bless (or curse) as the spell.

Peaceful Repose (3rd): From Level 3 the priest can perform a ritual to prevent a recently-slain corpse from rising as an undead monster. The priest can shield the body against becoming undead two levels or more below his or her own level — so a 3rd level priest could stop a corpse from becoming a skeleton (type 1 undead) while a 9th level priest could stop the creation of anything up to a wraith (a type 7 undead). The ritual takes one Turn (ten minutes) per level of the potential undead being laid to rest.

Note that this ability has no effect on an existing undead creature, except that it may prevent the abomination from regenerating (if it has such a power, and if the priest is of high enough level to affect it).

Intercession/Excommunication (10th): At 10th level a priest can cast out a member of the same faith from their church, as long as they are at least five levels lower than themselves, making them unable to

get any benefit from religious rituals and (usually) making them a pariah among the faithful. Alternately, they can intercede with the deity on behalf another who has fallen out of the faith, and determine what act is required for atonement.

Note that an unjustified excommunication is an evil act, and depending on the character's deity, may have unfortunate consequences for the priest who indulges in it in a fit of pique.

Interdiction (16th): At 16th level the priest can perform a mass-excommunication, affecting all the faithful within a stated area. A 16th level priest can interdict a village (and its surrounds), a 17th level priest can interdict a town, an 18th level priest a small city, a 19th level priest a large city, and a 20th level priest an entire realm.

RANGER

Can be attached to:	Fighter, Thief
XP Penalty:	-25%
Prerequisites:	Not evil

Rangers are monster-hunters and the defenders of civilization from the encroachments of chaos. They characteristically spend most of their time in the Wild, scouting out and destroying encroaching enemies, but they can sometimes be found working in urban environments as well, hunting down night-walkers, vampires and the like.

Ranger features

Enhanced Hit-Dice: Rangers start with 2 hit-dice instead of one — that is, a fighter-based Level 1 ranger rolls 2d6+4 for their starting hit points, while a thief-based ranger rolls 2d6. Successive levels revert to the same roll as the base class.

Wilderness Lore: Rangers are automatically *Good At Tracking*, *Stealthiness*, *Hunting*, and *Wilderness Survival*.

Favoured Enemy: Rangers can select a type of monster to specialize in hunting when the class is first adopted. This "favoured enemy" cannot thereafter be changed.

The ranger gets +1 to hit and to damage for every 4 levels when attacking their Favoured Enemy. That is, +1 at levels 1-4, +2 at levels 5-8, +3 at levels 9-12, +4 at levels 13 to 16, and +5 at levels 17 to 20. The ranger is also assumed to have a good working knowledge of the anatomy, customs and language of their Favoured Enemy.

The Favoured Enemy category need not be too specific, but neither may it be too broad. For example, the ranger could choose to be a giant-hunter, a category that could include ogres, trolls and titans. Or they might elect to be a dragon-hunter, and include similar creatures like wyverns and hydra.

Generally speaking, a Favoured Enemy grouping should all have a similar anatomy to qualify the ranger for his or her to hit and damage bonuses. Orcs, goblins, and hobgoblins for example are similar enough to be grouped in this way. Demons on the other hand are so dissimilar that they could not be so grouped — the ranger would have to select a specific type of demon as a Favoured Enemy to get the bonuses.

Just what can or can't be included within the Favoured Enemy category is ultimately up to the GM.

Two-Weapon Fighting: Rangers can fight with a one-handed sword in each hand, instead of just a sword and dagger. They are still subject to the penalties to hit for fighting with two weapons.

Alert: Rangers are difficult to catch off-guard. They get a +1 bonus to their roll for surprise at 1st level, and an additional +1 for every 5 levels of experience.

CHOOSE A CHARACTER RACE

In a fantasy world, humans often aren't alone. Elves may populate the great forests, dwarves may carve their halls and mines into the deepnesses of the earth, and halflings may reside in the comfortable hill-houses of their bucolic shires. By contrast, some fantasy worlds depict an isolated human race pitted against ancient pre-human evils and the grim, savage wilderness of worlds at the dawn (or dusk) of human civilization itself. Some fantasy worlds, as a third example, accentuate the bizarre, with a wide variety of fantasy races available to the players – such worlds are filled with conflict and contradictions, always with a new wonder to be found beyond the next corner. The Game Master determines what non-human races, if any, you can choose for your character. In fact, the Game Master might permit races that aren't covered here.

DWARVES

Non-Magical: Dwarves get a +4 on saving throws against any magic. They may not employ any spell-effect magic items.

Stonemaster: Dwarves easily take note of certain features of stonework: sloping corridors, moving walls, and traps made of stone (in particular: falling blocks, rigged ceilings, and tiny arrow slits designed to release poison gas or darts). There is no established die roll or rule for using these abilities; exactly what the Dwarf does or does not perceive is up to the Referee.

Sturdy: Dwarves can carry heavy loads without tiring. They are less encumbered by heavy armour than are other races. Dwarves' movement penalties for encumbrance are one level lower than normal.

Strong Constitution: Dwarves get a +2 bonus to any saving throw vs. poison. They recover hit-points at twice the usual rate — 1 point per day regardless of exertion, 2 points per day if resting, and 4 points per day when under competent medical care. A dwarf recovers completely after three weeks of rest, regardless of how many hit-points he or she may have lost.

The only character classes available to player-character Dwarves is Fighter or Thief, and they may take no magic-using sub-class.

Dwarves that are not player-characters might have completely different limitations or abilities than player-character Dwarven adventurers. For example, dwarven smiths are highly skilled at smith-magic, dwarven architects at stone-magic, and their services are in high demand. Presumably one of the reasons PC dwarves are adventuring instead engaging in these respectable professions is because they have no talent in those directions.

Dwarves have a base move of 8.

Dwarven characters modify their starting stats as follows:

Strength:	—
Dexterity:	-2
Constitution:	+2
Intelligence:	—
Wisdom:	—
Charisma:	-1

ELVES

Hardy: Elves are highly resistant to disease and injury. They are immune to normal (non-magical) diseases, and recover hit-points at twice the usual rate — 1 point per day regardless of exertion, 2 points per day if resting, and 4 points per day when under competent medical care. An elf recovers completely after three weeks of rest, regardless of how many hit-points he or she may have lost.

Keen Senses: Elves can see in the dark (darkvision) at a range of 60 ft and generally have a 4 in 6 chance to find secret doors when

Elvish characters modify their starting stats as follows:

Strength:	-1
Dexterity:	+1
Constitution:	—
Intelligence:	—
Wisdom:	—
Charisma:	+1

searching (unlike the other races, which have a 2 in 6 chance). They can distinguish detail at much greater distances than any of the other player races.

Elves' keen senses grant them a +1 bonus to their d20 Surprise rolls.

Self Image: Elves are immune to the spells *Charm Person* and *Sleep*.

Immortality: Elves are immortal and are thus immune to aging effects. Unfortunately, they are also unable to be raised, reincarnated or resurrected. If raised from the dead they return as a hostile undead creature, the exact nature to be determined by the DM (usually as a *Wraith* or *Spectre* or similar).

Player-character elves can advance to any level as a Fighter-Mage or Magic-user, or to sixth level as a Fighter or Thief.

Elves, like Humans, have a base move of 12.

HALFLINGS ('OBBITTS)

There are many types of Halflings which appear in literature, and this group could include gnomes, pixies or fairies, small folk from the shire-land, or any other of the "wee folk" which the Referee will allow in his campaign.

Halfling characters may advance to fourth level as a Fighter, or to any level as a Thief.

Hard to Hit: Halflings, being tiny, nimble and hard to hit, get a defensive bonus in combat against larger folk. (+2 AC against men-folk and +4 AC against giants.)

Deadly Accuracy with Missiles: Halflings receive +2 to hit when firing missile weapons.

Near Invisibility: When not engaged in combat, Halflings tend to blend in with the background and move with almost total silence.

Saving Throw: Halflings don't use magic and as such are somewhat immune to it; Halflings get +4 on saving throws vs. magic. Since they are such hardy folk, Halflings also get +1 on saving throws against poisons.

Halflings have a base move of 6.

Halfling characters modify their starting stats as follows:

Strength:	-3
Dexterity:	+2
Constitution:	—
Intelligence:	—
Wisdom:	—
Charisma:	—

BACKGROUND AND SKILLS

BACKGROUND

Your character wasn't always a rugged adventurer, and their pre-adventuring background will provide a lot of guidance for both the player and the GM about what he or she is likely to know about.

For example, an ex-farm-boy will have a lot of useful knowledge about handling animals, making and mending, the passage of the seasons and so on. An ex-apothecary's assistant would be familiar with compounding ointments and other remedies, and would likely know something about herbs and their uses.

It's not necessary to develop a detailed back-story for the character, but just a little thought can ease matters later on.

Note Regarding Literacy

Fighter and Thief characters are assumed to be illiterate, Fighter-mage and Magic-users are not. An illiterate character can learn to read during their career of course, or else they can use one of their "Good Ats" (see below) to be able to read. A literate character is assumed to be able to read and write in any language he or she knows.

SKILLS – THE “GOOD AT” SYSTEM

At character generation, every player may choose one thing for every 5 points of Intelligence or Wisdom that they're **Good At** for their character. A player can choose more *Good Ats*, but only if they're willing to take an equally-weighted **Bad At** as well for each.

"Equally weighted" means the *Bad At* needs to affect the **game** as much as the extra *Good At* it offsets — for example, stealthiness is a very important skill; an equally important *Bad At* would be needed to offset it; perhaps Climbing or Swimming, or if the campaign is political, Tact or Diplomacy.

It's incredibly simple. For instance, Hagar the Fighting Man is **Good At: Climbing**. During play, a situation like this might arise:

DM: The horde of bugbears slowly advances, their wicked blades gleaming in the moonlight. With only the sheer cliff wall behind you, you fear that you are trapped.

Hagar: Can I scramble up that wall?

DM: Hmm... It looks like a pretty tough climb.

Hagar: Well, my guy's Good At Climbing.

DM: (Thinks for a moment) Okay, sure. You find some handholds that would have escaped the notice of an unskilled climber and are soon 15 feet above the heads of the howling bugbears.

After character creation, a player can gain more skills by finding a teacher and learning how to do things. In this fashion a character might gain an additional *Good At*, or they can get rid of a *Bad At*, or they may even change an already existing *Good At* into a *Really Good At*. Which, of course, works like a normal *Good At* except that the player can now say "But Hagar is REALLY Good At climbing". Skill training takes both time and money of course; the amount of both will depend on the individual skill involved.

You'll notice a few things about the interaction — The skill serves ONLY as a guide for the player and the DM, there are no percentages to take into account, no rolls to make (unless the DM decrees it), no mechanical guarantees at all. The player is encouraged to try this action out despite the knowledge that the cliff face is "sheer" because he knows Hagar is a skilled climber. The DM simply considers the situation in light of this information and takes the *Good At* into account when he makes the call. There's also no particular reason why a "normal" character wouldn't try the same thing because the *Good At*

doesn't indicate a basic level of competency but rather an advanced skill. Thus a norm can still climb, just not as well.

The *Good At* skill can literally apply to anything the players come up with. Thief skills like Climbing, Picking Pockets, Lock Picking, Spotting Traps, etc are a natural fit, but so are things like Herbalism, Running Away, Working With Animals, Lying, Fast Talk, Horse Back Riding etc.

CHOOSE AN ALIGNMENT

In this game, Law, Chaos, Good and Evil or not mere philosophical concepts, but are active Powers in the universe. Law and Chaos are in a constant struggle for preeminence, as are Good and Evil. The two struggles often coincide, but they are, theoretically at least, separate fights. Law may ally with either Good or Evil to fulfill its aims, but it will never, ever make any accommodation with Chaos. Likewise, Evil may enlist the aid of either Law or Chaos, but *never* that of Law.

For example: devils and angels are both Lawful, but are utterly opposed, one being Evil and the other Good. Demons, however, are Chaotic, and both angels and devils would be opposed to them.

It is not absolutely necessary for your character to be aligned with any faction, and in fact the vast majority of people (and monsters) are not. However, choosing a formal alignment can give you access to resources and support that would otherwise be difficult or impossible to get. On the other hand, it also means that you will automatically be opposed by adherents of the other side(s).

Note that being Neutral is *not* the same as being unaligned.

If you choose Neutrality in either or both axes, the other four alignments will tend towards hostility, though outright enmity will probably be restrained. For example, a Lawful Neutral character will be actively opposed by Chaotic individuals, and would be viewed with suspicion by both Good and Evil.

Most gods are aligned in some way or another, and their priesthoods are generally likewise aligned. Priests' alignment will therefore normally be determined by their gods (or at least, by their religious hierarchy).

Paladins *must* be Lawful Good, while druids *must* be Neutral. Rangers may *not* be Evil. Thieves, surprisingly, may be of any alignment (or of none).

Sentient earthly monsters (such as elves, dwarfs, orcs or goblins, for example) will for the most part be unaligned, though individuals may choose to serve one or more Power.

Other-planar creatures, like demons or lammasu for example, or much more likely to be actively aligned, not necessarily as a matter of choice, but by their very nature. These are the sorts of creatures that a *Detect Evil/Good* spell will reveal. Almost all undead are Evil because the force that animates their undead forms is that of pure evil.

BUY EQUIPMENT

Each character starts with 3d6 x10 gold pieces, which can be used to buy equipment.

The Monetary System

One gold **crown** is worth 12 **gold pieces (gp)**, each gold piece is worth 20 **silver pennies (sp)**; each silver penny is worth 4 **farthings** (copper pieces, or cp).

Coins and Encumbrance

One pound weight is equivalent to one Mark, 10 Crowns, 120 gp, 50 sp or 50 cp.

A **Mark** is a gold or silver bar weighing one pound and stamped with a mint mark. Marks are not normally used as a medium of exchange.

GENERAL EQUIPMENT TABLE

Item	Cost	Item	Cost
Backpack (30lb capacity)	25sp	Lantern, bullseye	60 sp
Barrel	10 sp	Lantern, hooded	35 sp
Bedroll	10 sp	Lock	100+ sp
Bell	5 sp	Manacles	75 sp
Block and tackle	25 sp	Mirror (small steel)	100 sp
Bottle (wine), glass	10 sp	Musical Instrument	25 sp
Candle	1 cp	Oil (lamp), 1 pint	1 sp
Canvas (sq. yd)	5 sp	Parchment (sheet)	2 sp
Case (map or scroll)	5 sp	Pole, 10 ft.	2 sp
Chain (10ft)	150 sp	Pot, iron	25 sp
Chalk, 1 piece	1 cp	Rations, trail (day)	5 sp
Chest	10 sp	Rations, dried (day)	10 sp
Crowbar	20 sp	Rope, hemp (50 ft)	5 sp
Fishing net (25 sq feet)	100 sp	Rope, silk (50 ft)	25 sp
Flask (leather)	3 sp	Sack (15 lb capacity)	1 sp
Flint & Steel	5 sp	Sack (30 lb capacity)	2 sp
Garlic (1 lb)	1 sp	Shovel	5 sp
Grappling Hook	5 sp	Signal Whistle	5 sp
Hammer	5 sp	Spellbook (blank)	5 gp
Holy Symbol, wooden	5 sp	Spike, iron	5 cp
Holy Symbol, silver	1 gp	Tent	1 gp
Ink (1 oz)	5 sp	Torch	1 cp
Ladder (10 ft)	30 sp	Waterskin	5 sp
Lamp (bronze)	50 sp	Wolfsbane	1 sp

TRANSPORTATION TABLE

Cart, Hand	10 gp	Horse, War	200 gp
Galley, Small (50 rowers)	2,000 gp	Mule	20gp
Galley, Large (100 rowers)	4,000 gp	Rowboat	20 gp
Horse, Riding	40gp	Wagon	50 gp

MELEE WEAPONS TABLE

Weapon Type	Damage	Wgt	Notes	Cost
Arrows (10)	1d6	1		2 gp
Axe, battle	1d8 (+1 2h)	15	1 or 2-handed	5 gp
Axe, hand	1d6	10		1 gp
Bolt, hvy. Crossbow (10)	1d6+1	2		2 gp
Bolt, lt. Crossbow (10)	1d4+1	1		4 gp
Club	1d4+1	10		0
Dagger	1d4	2		2 gp
Dart	1d3	1		2 sp
Hammer, war	1d4+1	10		1 gp
Javelin	1d6	5		5sp
Lance	2d4+1	15		6 gp
Mace, heavy	1d6+1	10		10 gp
Mace, light	1d4+1	10		4 gp
Pike	1d6+1	15	2h, 2nd & 3rd rank attack*	2gp
Polearm	1d8+1	15	2h, 2nd rank attack*	5gp
Sling stones (20)	1d4	5		0
Spear	1d6 (+1 2h)	10	1 or 2h, 2nd rank attack*	1 gp
Staff	1d6	10		0
Sword, Bastard	1d8 (+1 2h)	10		10 gp
Sword, Long or Broad	1d8	10		15 gp
Sword, Short	1d6	5		8 gp
Sword, Two-handed	1d10	15	Two-handed	30 gp

* Wielders of these polearms and spears can attack from the second rank. Spears must be used 2-handed from the 2nd rank. Pikemen can attack from the second and third ranks.

MISSILE WEAPONS TABLE

Weapon Type	Damage	Rate of Fire	Range Increment*	Weight	Cost
Bow, long	1d6	2	70 ft	5	60 gp
Bow, short	1d6	2	50 ft	5	15 gp
Crossbow, heavy	1d6+1	½	80 ft	5	20 gp
Crossbow, light	1d4+1	1	60 ft	5	12 gp
Dart	1d3	3	15 ft	1	2 sp
Hand Axe	1d6	1	10 ft	5	1 gp
Javelin	1d6	1	20 ft	5	5 sp

*Attacks with missile weapons are at -2 to hit per complete Range Increment.

ARMOUR TABLE

Armour Type	Weight*	Effect on AC (base AC 10)	Effect on DEX roll	Effect on Initiative roll	Cost
Banded mail	40 lbs	+5	-5	-2	120gp
Chainmail	50 lbs	+4	-4	-1	75 gp
Leather	25 lbs	+2	-2	—	5 gp
Plate	70 lbs	+6	-6	-2	400 gp
Ring mail	40 lbs	+3	-3	-1	30 gp
Shield	10 lbs	+1	-1	—	15 gp

*Magical armour weighs half normal

ENCUMBRANCE AND MOVEMENT

A standard level of miscellaneous adventuring equipment (not including armour and weapons) is assumed to weigh 70 pounds. Treasure and non-standard equipment are added to this.

Total Weight Carried (in pounds)	Encumbrance Level	Movement Rate	DEX Save and Initiative Penalty
Up to STR x 5	Light	No change	—
Up to STR x 10	Moderate	- $\frac{1}{4}$	-2
Up to STR x 15	Heavy	- $\frac{1}{2}$	-3
Up to STR x 20	Very Heavy	- $\frac{3}{4}$	-4

CALCULATE YOUR ARMOUR CLASS

This version of the rules assumes the use of the “Ascending AC System”.

For the Ascending AC system, an unarmoured person is armour class 10. Your armour adds to your AC, so the higher your AC, the harder it is for enemies to damage you. To calculate your armour class, look at the Armour Table to the right, in the “Armour Value” column. For whatever type of armour you bought, add the number shown to your base armour class of 10. That’s your new armour class.

Armour Type	Armour Value	Armour Class
None	+0	10
Leather	+2	12
Ring	+3	13
Chain	+4	14
Banded	+5	15
Plate	+6	16
Shield	+1	+1

If you have a very high (or low) Dexterity, your DEX Modifier will usually add to (or subtract from) this armour class. Dexterity only affects AC when you can move around freely and are aware of an attacker.

Converting Ascending and Descending Armour Class Systems

As a player, you probably won’t ever need to do this, but here’s how to convert between the Ascending and Descending AC systems.

Ascending and Descending armour class values always add up to 19.

So, for example, an AC7 monster (Descending System) would have AC [12] in the Ascending System because $19-7=12$.

For descending armour-classes below zero, simply treat the figure as a positive number and add it to 19 to get the corresponding ascending armour class.

For example, an AC -4 monster (Descending) would have AC [23] (Ascending) because $19+4=23$.

HOW TO PLAY

Once you've got a character, the Game Master will describe where the character is, and what he sees. The game might start in a rural peasant village, in a vast and teeming city spiked with towers and minarets, in a castle, a tavern, or at the gates of an ancient tomb. That's up to the Game Master. But from that point on, you describe what your character does. Going down stairs, attacking a dragon, talking to the people you meet: all of these sorts of things are your decisions. The Game Master tells you what happens as a result: maybe those stairs lead down to a huge tomb, or that dragon attacks your character. That's up to the Game Master to decide. The rules below are guidelines for how to handle certain events: combat, movement, healing, dying, and other important parts of the game.

Basically, you and the Game Master work together, with the Game Master handling the details of a dangerous fantasy world, and you handling what your character does in it. The epic story of your character's rise to greatness (or of his unfortunate death) is yours to create in the Game Master's world.

GAINING EXPERIENCE

Characters are awarded experience points for killing monsters and achieving other goals. Monsters have a set experience point value (in the monster descriptions), and one gold piece **spent on training** is equal to one experience point. It may seem odd to award experience for treasure, but keep in mind that every gold piece gained by the character is an index of the player's skill. Awarding experience only for killing monsters fails to reward a party of adventurers that successfully lures a dragon away from its hoard so that its treasure can be stolen without a fight. Awarding experience points only for killing monsters fails to reward characters that operate by intelligence, stealth, trickery and misdirection.

Each character class has a prime attribute listed in the character class description. If this prime attribute is 13 or higher, all experience point awards to the character are increased by 5%. Additionally, if the character has a charisma score of 13+, experience point awards are increased by 5%. Finally, if the character has a wisdom score of 13+, the character gains a third 5% bonus. It is possible for a character to gain as many as three 5% bonuses to experience point awards.

When your character has accumulated enough experience points to reach a new level, you will roll another hit die and gain new spells if you're a magic-user or fighter-mage. Your combat skills may also increase. In other words, you've become more powerful and can pursue greater challenges!

TIME

Sometimes the GM will rule that “an hour passes,” or even, “a month passes,” in the life of our intrepid adventurers, but two important time measurements need a quick explanation. These are the “turn,” and the “combat round.”

A turn represents ten minutes, and a combat round is ten seconds.

Turns are used to measure normal movement when the adventurers are in a dangerous place; combat rounds are used to measure time when the party is in combat.

There are 6 rounds to the minute, 60 rounds to the turn, and 6 turns to the hour.

MOVEMENT RATES

All characters, depending on what sort of armour they’re wearing and what they’re carrying, have a base movement rate. The tables below describe how and when that base movement rate is used.

INDOOR/SUBTERRANEAN/CITY MOVEMENT RATES

Description	Speed	Results
Careful	Base movement rate times 10 feet per round	Mapping permitted, normal chances for surprise
Walking	Base movement rate times 20 feet per round	No mapping or careful observation.
Running	Base movement times 40 feet per round	No mapping, automatically surprised, no chance to surprise, sound may attract enemies.
Combat	Base movement rate times five feet per round (e.g., 60ft per round for an unencumbered human)	Characters may move half this distance and still attack, or may retreat half this distance without incurring a free attack.

OUTDOOR MOVEMENT RATES

Description	Speed	Results
Hiking	Base movement rate x 1/3 = mph in easy terrain	No forced march check required for up to 8 hours hiking per day.
Forced march	Base movement rate x 1/2 = mph in easy terrain	Forced march check once per day (CON check, +1d6 per day forced marching).
Combat	As for indoors	As for indoors

“Easy terrain” means roads, paths or unobstructed grasslands in generally flat country.

More difficult terrain will modify the feasible sustainable walking speed downwards. The exact modification will depend on just how rugged the terrain is.

For example, in lightly wooded or hilly country, the movement rate would be about 2/3 that shown for easy terrain. In thickly wooded flatlands or lightly wooded hill country, the rate would be halved at least. In swamp, dense jungle or mountains it could easily be a quarter of the movement rate for easy terrain, or even less.

SAVING THROWS – LUCK

From time to time, a spell or some other kind of hazard requires you to make a “saving throw.”

A successful saving throw means that the character (or monster) avoids the threat or lessens its effect.

Each character class has a Saving Throw target number, which gets lower and lower as the character gains levels.

To make a saving throw, roll a d20. If the result is equal to or higher than the character’s saving throw target number, the saving throw succeeds.

Monsters can also make saving throws (a monster’s saving throw target number is listed in the monster’s description).

CHARACTERISTIC ROLLS

Dice rolls based on a characteristic are handled slightly differently to the Luck-based saves detailed above.

If you are asked for a DEX roll or CON roll (for example), you will roll a number of d6, depending on the difficulty of the task at hand. You succeed if you roll UNDER the relevant characteristic — for example, if you have a DEX of 12 and have to make a DEX roll, you succeed if you roll 11 or less.

Normally a Characteristic Roll will be on 3d6, but additional dice may be added to (or subtracted from) the roll at the discretion of the GM, depending on the difficulty of the task.

COMBAT

The Attack Roll

To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. These “to-hit” bonuses may include a strength bonus (for attacks with hand held weapons), a dexterity bonus (for attacks with missile weapons), and any bonuses for magic weapons. There may also be situational adjustments, to take cover into account for example.

The attack roll is then compared to the target’s Armour Class — if it is equal to or greater than the target AC, the attack succeeds.

Base Combat Bonuses

The Character Class Advancement Tables include the Combat Bonus used by a character at each level.

Monsters add their hit dice as their combat bonus, up to a maximum of +15. Ignore extra hit-points — for example, a monster whose hit points are 2d8 and one whose hit-points are 2d8+4 both have a base combat bonus of +2.

The Base Combat Bonus can be used offensively (to increase the chance to hit), defensively (to add to the combatant’s AC) or a combination of the two, as long as the offensive and defensive split doesn’t exceed the total Base Combat Bonus.

For example, a 7th level fighter has a BCB of +4. He or she could choose to use it as +4 to hit, or +4 to AC, or perhaps +2 both to hit and to AC.

ORDER OF BATTLE

When the party of adventurers comes into contact with enemies, the order of events is as follows:

1. Determine surprise
2. Declare Spells
3. Determine Initiative (d10, highest result goes first). One roll is made for each attack. Characters or monsters with Initiative acts first (casting spells, attacking, etc), and results take effect.
4. Characters etc. that lost initiative act, and results take effect.
5. Anyone who "held" initiative acts, and results take effect (both sides simultaneously).

The round is complete; begin the next round if the battle has not been resolved.

1. Determine Surprise.

GM determines if one side gets a free initiative phase before the first initiative roll. This is either through common sense (adventurers or monsters are not alert), or it can be a range of probability (e.g., a particular ambush has only a 50% chance of succeeding when the victims are alert and watchful), or by a d20 die roll (see *Surprise* in *Specific Circumstances*).

If a d20 roll is required, a character or monster is surprised if they roll 6 or less. High or low wisdom and/or keen or dull senses may modify the surprise roll, but a roll of 1 always means the character or creature is surprised.

Once the combat is under way, surprise is only relevant if previously undetected combatants enter the fray.

2. Declare Spells.

Any player whose character is going to cast a spell must say so *before* the initiative roll. Spell casting begins at the beginning of the round. Thus, if an enemy wins the initiative roll and successfully attacks the spell caster, the spell's casting may be disturbed.

3. Determine Initiative.

At the beginning of a combat round, each character (and monster) rolls initiative on a d10, adding (or subtracting) any DEX and/or armour and/or encumbrance modifiers. Combatants who get multiple attacks roll a separate initiative die for each, preferably a die of a different colour for each attack.

Regardless of any modifiers, a score greater than 10 is not possible. If the d10 roll and a negative modifier drops the result to below 1, the character does not get to act that round.

Note that declared spells are not lost due to this delay, but they cannot be cast until the following round's initiative (or possibly even later, if that roll is also too low).

Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously. When both sides are acting simultaneously, it is possible for two combatants to kill each other in the same round!

4. The Combat Round.

The round is counted down from 10 to 1, with characters and monsters acting on the number corresponding with their initiative score(s). Actions include moving, attacking, and anything else such as climbing onto tables, swinging from ropes, pushing boulders off cliffs, etc. Characters can move up to half their speed and attack once in the same round.

SPECIFIC SITUATIONS

Backstabbing and Flanking

Attacks from behind gain a bonus to hit of +2. Multiple attackers against opponents without all-round vision get +1 per additional attacker — i.e. 2 attackers get +1 each, 3 attackers get +2 each, etc.

Charging into combat

Characters can **charge** their full combat movement and make a single attack, but only if the charge is in a straight line, and they then get no DEX or BCB bonus to their AC for that round. A charge must be declared before initiative is rolled, just like spellcasting, and is subject to the “fending off” rules for spears and polearms (see below).

Critical Hits and Fumbles

A “natural” roll of 20 is an automatic hit, even if it would not normally hit due to a very high AC, and may be a Critical Hit. (Note however that even a natural 20 will not affect creatures requiring special weapons to hurt them unless such a weapon is actually used).

If a 20 could normally hit the target AC, roll again and add the resulting score to 20 plus any applicable combat bonuses. If the second roll is also a 20, roll again and add to 40, and so on. If the result is at least 20 higher than the target’s AC then it inflicts double weapon damage (i.e. damage for the weapon, including any magic bonus is rolled twice, then any STR bonus is added). If it is 40 higher, triple damage, if 60 higher quadruple damage and so on.

A critical hit with a missile weapon does damage one level lower (i.e. 20 over the AC does normal damage, 40 over does double damage etc.) but leaves it in the wound, and it will do ½ additional damage in any round in which the victim moves, fights etc. It requires a full round to extract, and does normal damage on being extracted — it is possible to kill someone by pulling an arrow out of them!

A natural roll of 1 is an automatic miss and may result in dropping a weapon or suffering some other kind of problem. The character may hit themselves or a friend. A strained muscle might give a -1 penalty to damage rolls for the rest of a combat, or a helmet knocked awry might cover a character’s eyes until a d3 rounds are taken to fix it. This is up to the Game Master.

A natural 20 for a saving throw indicates that the spell (or whatever might have caused the save) has no effect, even if a successful save would normally inflict partial damage. A natural 1 for a saving throw means that the victim takes the maximum possible effect of whatever caused the saving throw.

Fighting Defensively

A character (or creature) can normally split their BCB (Base Combat Bonus) between offensive and defensive elements — i.e. between pluses to hit, and/or pluses to AC. However, if a combatant chooses to devote their entire BCB to defence *and* makes no attacks, they get an additional -2 to AC.

Invisible Opponents

Attacks against a *detected (but unseen)* invisible opponent have a -4 penalty. Suspected but undetected invisible opponents can never be successfully attacked except with area-of-effect weapons or spells. Highly intelligent creatures can often detect the presence of an invisible opponent even though they cannot actually see them. Powerful magical monsters, or those with more than 11 hit dice, will usually be able to see invisible creatures normally.

Magic Use in Combat

Spell-casters must declare that they intend to cast a spell *before* initiative is rolled; the spell will actually go off on the magic-user’s initiative. Any successful attack on them before the spell is cast, even if it does no actual damage, will disrupt the spell and it will be lost, just as if it had been cast. For example, a wizard who is even *shoved* while casting a spell will lose the spell.

Miniscule attacks that do no damage — a 1-point sting that would have hit AC 10 but is foiled by the wizard’s *Cloak of Protection*, for example — will probably not disrupt the spell-caster’s concentration however.

Spell-casters may not cast spells while walking or performing any other task, and may not apply any of

their Base Combat Bonus to defence (AC).

The reading of scrolls is subject to the same limitations, but the problems are compounded enormously in combat situations as scrolls take one round per spell-level to read to completion.

Melee Attacks

A melee attack is an attack with hand-held weapons such as a sword, spear, or dagger. In addition to all other bonuses, a character's strength bonuses to hit and on damage (see "Strength") are added to melee attacks. It's only possible to make a melee attack when the two combatants are within 10 feet of each other unless very long weapons like long spears or pikes are employed. Two combatants within ten feet of each other are considered to be "in combat."

Missile Attacks

Missile attacks are attacks with ranged weapons such as a crossbow, sling, or thrown axe. A character's dexterity bonus for missile attacks is added to the to-hit roll when the character is using missile weapons. When using missiles to attack into a melee, it usually isn't possible to choose which opponent (or friend) will receive the attack. Bows (but not crossbows) can fire two arrows a round, but only if the archer does not move — otherwise they can make a half-move and fire, as with any other attack.

Muscle-powered (i.e. thrown) weapons get the thrower's STR bonus to damage, but only at short range — that is, up to the weapon's first range increment.

Morale

Certain monsters, such as mindless or undead creatures, are fearless and always fight to the death. The majority, however, will not continue to fight a hopeless battle, seeking to retreat, surrender or flee. The GM decides when monsters abandon the battle and retreat, based on the situation and the monster's intelligence. Keep in mind that the party's own NPC allies might decide to flee if their prospects of survival look grim. Player characters decide their own morale unless they are being controlled in some way — possession, for example, and perhaps a *Suggestion* spell.

Movement within Melee

A defender effectively blocks an area about three feet to either side, and enemies cannot move freely through this area. Attempting to do so will draw a free attack which, if successful, will fend the attacker off into an adjacent hex. (See *Spears and Polearms* below)

Negotiation and Diplomacy

Some combats can be averted with a few well-chosen words (including lies). If the party is outmatched, or the monsters don't seem to be carrying much in the way of loot, the party might elect to brazen their way through, in an attempt to avoid combat — or at least delay it until conditions get more favourable. Striking bargains, persuading monsters or non-player characters to do things, and getting out of trouble by using your wits are an important part of the game. Don't replace them with die rolls. Using dice to determine a monster's initial reaction before negotiations start is fine, but use player skill (or lack thereof) to decide how far the players can improve a monster's initial reaction. This isn't a matter of "my character ought to be really persuasive" — this is one of the places where the players' skill, not the characters', is tested.

Retreating

A combatant can back away from an opponent at up to $\frac{1}{4}$ their speed without penalty. At up to $\frac{1}{2}$ their speed, they are at -2 AC and must make a successful DEX roll (modified by terrain) to avoid stumbling — in which case the opponent gets an immediate free attack, and they must use a half-move next round to get up again. Retreating at any more than $\frac{1}{2}$ speed reduces your AC by -4 and grants an opponent an immediate free attack, to which you may not reply (you are assumed to have turned tail and run away).

Spacing

Because most movement and combat increments are divisible by three, it is easiest to assume that a character "occupies" an area about three feet across for purposes of marching and fighting.

Spears and Polearms

Spears and polearms in the second rank of a battle formation can attack by reaching through the first

rank of fighting-men. Pikes can be used from as far back as the third rank, making a block of steady pikemen a truly dangerous opponent!

A polearm can be used to keep an opponent at bay — a successful attack against an opponent* who has not yet closed to arm's reach will fend them off for that round. However, once the opponent is past the point of a long spear or pike (i.e. in an adjacent hex) the weapon becomes largely useless, and it would normally be discarded in favour of a handier weapon.

** A very massive or determined opponent may not be dissuaded; for example, a charging rhino may still crush a pikeman even though it has been spitted due to its great mass, and wild boar are notorious for climbing up a spear shaft to get at the spearman. Such instances will be dealt with by the DM on a case-by-case basis.*

Spells

Spell casting begins at the beginning of the round. It is possible to cast a spell while within melee range of an opponent (10 ft), but if the spell caster is successfully attacked while casting a spell, the spell is lost. Unless the spell description states otherwise, the spell takes effect in the caster's initiative phase.

Magic-users cannot cast spells when wearing any armour other than magical bracers. Fighter-mages can cast spells only in magical armour, and then only as long as the armour's magical pluses are at least equal to the level of the spell being cast.

Subdual Damage

A weapon may be used to beat down, rather than kill, an opponent. When the player desires, damage inflicted can be composed of half "real" damage and half "subdual" damage that does not kill, and such points are recovered at a rate of 1 hp per hour. If the opponent's hit points, including the subdual damage, fall to zero, the opponent is knocked unconscious rather than killed (unless the real damage actually reduces real hit points to zero, in which case the opponent is accidentally killed).

Not all monsters may be subdued. Generally only humanoids and special creatures such as dragons will be subject to such attacks.

Surprise

Assuming specific circumstances don't determine whether one character or creature or another is surprised at the beginning of combat, a simple d20 roll is used. Each PC rolls individually, and the GM rolls for the monsters — individually if there are just a few, or in manageable blocks otherwise.

A character or monster is surprised if they roll a 1 to 6 (30%) on the die, and can be attacked freely without the ability to respond in that round. If a 1 is rolled, they can be attacked twice! Note that each segment of surprise is treated as if it were a full round of combat, so combatants with multiple attacks can use them for each segment of surprise. This does not apply to spell-casting of course, which has objective, not subjective time constraints.

Elves, Barbarians and Rangers get bonuses to their surprise rolls, as do those characters (or monsters) with especially keen senses and/or high Wisdom scores.

Terrain Features

Characters and monsters will hide behind things, stand on things, lie prone, fight from higher ground, shoot arrows from within concealing mists or tree branches, and take every possible advantage of the combat terrain. The Game Master will assign bonuses and penalties for terrain features. Most such bonuses will only be a +/-1 or 2, depending on the degree of cover or the benefit of higher ground. Trying to hit someone through an arrow slit in a castle wall might have a penalty of -3 ... but remember, the penalty to hit an invisible opponent is only -4, so a +/- 4 is about the outside limit for terrain adjustments on the to-hit roll.

Two-Weapon Fighting

Using two weapons, one in each hand, allows two attacks in a round, but at a penalty of -3 for each. Alternately, the player can elect to use one weapon defensively in which case they get one attack at -1 and add +1 to their Armour Class. The off-hand weapon must be a dagger, short sword or hand-axe (or similar) unless you are a ranger, in which case two swords can be used.

Unarmed Combat

Brawling attacks, such as those conducted with fist, foot or dagger pommel, will normally inflict 1d2 points of damage, plus the attacker's strength bonus to damage (if any). If the damage from the attack inflicts more than half of the defender's remaining hit points, the defender is stunned. Anyone who is already stunned will be knocked unconscious by the next successful attack for 1d4 rounds.

Example: a blow of the fist inflicts 3 hit points of damage, and the defender has 4 hit points. The defender is stunned and suffers the penalties for being stunned. If the blow had only inflicted 2 points of damage (exactly half), the defender would not be stunned.

If the stunned character is hit a second time, he will be knocked unconscious.

Note: Use common sense when adjudicating unarmed combat. Hitting somebody in plate armour with your fist is unlikely to hurt anyone but yourself.

Attempts to wrestle an opponent to the ground and pin him down, or attempts to smash into an opponent and push him backward, will be determined by the GM's common sense (dragons aren't easily wrestled to the ground, unlike goblins). A good rule of thumb is to require a successful attack roll.

TURNING THE UNDEAD

Some Magic-users, and characters with the Paladin or Priest sub-classes have the ability to turn undead, causing them to flee or even destroying them outright. When a turning attempt is made, a d20 should be rolled and the Turning table below consulted for the result.

Type of Undead	Example	Character Level										
		1	2	3	4	5	6	7	8	9-13	14-18	19+
Type 1	Skeleton	10	7	4	T	T	D	D	D	D	D	D
Type 2	Zombie	13	10	7	T	T	D	D	D	D	D	D
Type 3	Ghoul	16	13	10	4	T	T	D	D	D	D	D
Type 4	Shadow	19	16	13	7	4	T	T	D	D	D	D
Type 5	Wight	20	19	16	10	7	4	T	T	D	D	D
Type 6	Ghast	---	20	19	13	10	7	4	T	T	D	D
Type 7	Wraith	---	---	20	16	13	10	7	4	T	D	D
Type 8	Mummy	---	---	---	19	16	13	10	7	4	T	D*
Type 9	Spectre	---	---	---	20	19	16	13	10	7	T	T
Type 10	Vampire*	---	---	---	---	20	19	16	13	10	4	4*
Type 11	Ghost	---	---	---	---	---	20	19	16	13	7	4
Type 12	Lich	---	---	---	---	---	---	20	19	16	10	7
Type 13	Demon	---	---	---	---	---	---	---	20	19	13	10

*Vampires cannot be turned automatically

- If the number on the die is equal to or greater than the number shown on the table, all undead creatures of the targeted type within the area of effect (a 60° cone to the front of the character) are turned and will retreat for 3d6 rounds, or will cower helplessly if they cannot flee.
- If the table indicates "T", all undead creatures of the targeted type are automatically turned and will retreat for 3d6 rounds, or cower helplessly if they cannot flee.
- For Lawful or Good characters, if the table indicates "D", the undead creature is automatically destroyed and will crumble to dust. For Chaotic or Evil characters, a result of "D" indicates that the undead are forced into the character's command for a period of 24 hours

The maximum range at which any type of undead can be affected is a function of the level of the character doing the turning. The 60° cone is 10' long, plus 10' per level, and is impeded by walls, doors, or other such obstacles.

Lesser undead such as skeletons, zombies, ghouls and so forth can be made considerably harder to turn if they are under the direct control of greater undead like vampires or liches, or of high-level necromancers, anti-paladins, demons and the like.

The degree to which they resist a character's Turning attempts is dependent on the power of the controlling entity. At the very least, they will move two steps up in rank — a skeleton, normally a Type 1 undead, would thus be treated as a Type 3 (or even higher) undead for the purposes of Turning. Similarly, undead can be easier to Turn or even destroy when on sanctified ground.

DAMAGE, DEATH AND HEALING

When a character (or creature) is hit, the amount of damage is deducted from his or her hit points. When hit points reach 0, the character is unconscious; if the character's hit-point total goes *below* zero, they lose an additional 1hp per round thereafter through bleeding until their wounds are staunched or they succumb to their wounds.

The character actually dies if they reach negative hit points equal to their level, plus or minus any Constitution adjustment.

In other words, a fifth level character with a CON of 12 only actually dies at -5 hit points; if they have a CON of 16 they would die at -7, or if they have a CON of 5 they die at -3 hit points.

Death is not necessarily the end for a character. There are various magical options that can bring a character back from beyond the grave.

AMPUTATION

For the most part, damage in this game is highly abstracted. Specific hit locations are not normally necessary nor desirable; keeping track of specific damage is a bookkeeping chore, and at worst a specific-damage system can lead to a "death-spiral" effect in which accrued damage makes it harder and harder for the character to avoid further damage.

Some creatures or magic weapons, however, have the specific ability to chop bits off their victims.

A character who has a limb severed takes no more or less damage from the attack than they normally would, but they will continue to bleed at the rate of 1d6 additional hit point per round until the wound is bound up. The amputation of a head is normally a little more serious, often resulting in death.

The ongoing effects of an amputation, such as reduced movement and/or DEX etc. will be determined by the DM on a case-by-case basis.

CONTINUOUS DAMAGE

Some things continue to cause damage after the initial attack. A character who has been set on fire, or doused with acid, or who has fallen into molten lava, or is being crushed by a trap, takes additional damage every round following the initial attack until the situation is ameliorated or they die.

Continuing damage of this nature is adjudicated at the **beginning** of each round, before anything else.

DROWNING AND SUFFOCATION

Inevitably, at some stage of their career a character is going to fall into deep water or be trapped in a subterranean vault without air, or with bad or even poisonous air.

A character can hold his or her breath for a while, but not forever — at least, not without magical aid.

As long as they are not exerting themselves in any way, a character can hold their breath initially for as many rounds as they have points of Constitution. Once that period has elapsed, or if they have to exert themselves, then they must start making CON Saves every round (roll *under* CON score on 3d6), with a cumulative +1 penalty to the roll for each passing round.

As soon as a CON save is failed the character begins to drown (or suffocate) taking damage at the rate of 1d6 hit points per round (possibly more in highly corrosive atmosphere).

Note that if the character is holding their breath in a poisonous atmosphere, the failed CON save indicates that they have inhaled the poisonous gas and will immediately suffer the consequences of that.

FALLING

Assuming Earth-like gravity, damage is taken by falling at the rate of 1d6 per 10' per 10' fallen, to a maximum of 21d6 (terminal velocity). In other words, a character who falls 30' takes 1+2+3 d6 of damage — 1d6 for the first 10', 2d6 for the second, and 3d6 for the third. A character who falls 60' or more is at terminal velocity, and reaches that speed in just 6 seconds. From then on, he or she is traveling at a speed of 210' per second.

On planes with lesser or greater gravity, the damage dice will be correspondingly smaller or greater. Similarly, a plane with a lower air density will allow a higher terminal velocity (perhaps 30 or 40 dice) while thicker air would result in a lower terminal velocity.

HEALING

In addition to the various magical means of restoring hit points, a character recovers 1 hit point per day that he or she takes uninterrupted rest.

If the character has access to proper, trained medical care during this time (i.e. somebody with a Healing skill and appropriate medicine and equipment) then he or she recovers 2 hit points per day of rest.

Four weeks of rest will return a character to full hit points regardless of how many hit points they had lost.

Elves and Dwarves recover at twice the normal rate, and return to full health in only three weeks.

RETURNING FROM THE DEAD

There are several spells that can revivify a corpse: *Raise Dead*, *Reincarnation*, *Resurrection*, and *Wish*. All of them, with the exception of *Raise Dead*, either provide a new body or reconstruct the old one as good as new.

A corpse revived by *Raise Dead* returns to life and any wounds are healed, but this spell will not replace any missing body parts — which can be problematic if any internal organs have been eaten, for example, or if the head is missing.

A character revived from death by *Raise Dead* (but not by *Resurrection* or a *Wish*) loses one level of experience, and returns with exactly enough xp to place them half way through their previous level. A character returned by *Reincarnation*, assuming they return as a species capable of attaining levels, will be of 1d6 levels.

In any case, regardless of the spell used, a character must make a successful CON roll in order to survive the shock of reawakening, and this CON roll is made at a cumulative penalty of -1 for each successive revivication. If a character fails the roll, they die again immediately. The revivication spell can be used again, but of course the penalty to the CON roll will be greater each time.

MAGIC

SPELLS PER DAY

Magic-users and Fighter-mages get one spell slot of their own level per day, and two slots for spells of each lower level.

E.g.: a 6th level magic-user could cast one 6th level spell per day, and two spells each of levels 5, 4, 3, 2, and 1.

A higher-level spell slot can instead be used for a spell of the level immediately below, but no lower.

E.g.: a 10th level spell slot could be used for a 9th level spell, but not an 8th or lower level spell.

Maximum Spell Level

Magic-users are limited to spells of a level equal to or lower than their INT score.

Fighter-mages and Bards are limited in the same way, but can only cast spells of up to Level 12 even if their INT is higher than 12.

PREPARING AND CASTING SPELLS

A spell takes just one round to cast, but ten minutes per spell level to prepare for casting.

Thus, a 3rd level spell will take 30 minutes to prepare, while a 12th level spell will take two hours (120 minutes). Either, once prepared, could be cast in a single round.

Preparing a spell is a difficult combination of impressing on one's mind a complex arrangement of incantations, gestures and mental patterns and attitudes, and of constructing a magically charged and/or mnemonic device (the material component of the spell) that focuses the spell energies into a usable form. Some spells require rare and valuable substances for the construction of their focus. The material component is invariably destroyed in the casting of the spell.

Once prepared, the spell may be cast at any later time, unless any of the following conditions apply:

- If the magic-user is rendered unconscious, or is killed and then raised again, stored spells in his or her memory are lost (though prepared material components are unaffected). Normal or magical sleep does not have this effect, but only traumatic unconsciousness.
- A *Dispel Magic* cast directly on the wizard may de-nature any prepared material components. The usual level-vs-level chance for the *Dispel* to work applies. The actual substance of the material components will not be harmed, and they may be prepared again at a later time – i.e. they need not be replaced.
- Material components taken, willingly or no, into an *Anti-Magic Shell* of some other magic-user's making, may suffer the same effect as a *Dispel Magic* (see above). However, unlike a *Dispel Magic*, it may also disrupt the wizard's mental preparations as if he or she had been knocked out. Again, the level-vs-level contest for *Dispelling* applies.

A spell-slot need not be filled ahead of time. The magic-user may elect to leave it blank, and prepare and cast a spell of the appropriate level when he or she knows more about the situation at hand.

This can be risky in a dangerous location however, as the long periods of uninterrupted study and construction required to prepare spells can leave the wizard (and the rest of the party) vulnerable to attack – and the wizard's valuable spell-books might then be damaged!

The Components of Spell Casting

All spells require the clear utterance of an incantation, and that both hands be free to move in order to make specific magical gestures. Spells cannot be cast while walking or performing any other activity, and a spell-caster gets no DEX or BCB bonus to AC while casting a spell. They also require material

components to focus the magical energies; these material components are consumed by the casting of the spell, so can be used only once.

Material components can be specified for each spell (if you enjoy that level of book-keeping) or the magic-user can simply spend a certain amount of gold on generic components. In any case, the material components for a spell cost 1gp per spell level.

SPELL BOOKS AND SCROLLS

Spell books are large, heavy and bulky. They are also quite valuable.

The usual size of a spell book is about 12 x 18" (30 x 45cm) and about 4" (10cm) thick. It contains 100 leaves of vellum (200 pages) and weighs in the region of 12-15 lbs.

A spell takes up one page per level of the spell. Thus, a 1st level spell will fit on to one side of a single leaf, while a 20th level spell would require twenty pages to describe in detail all the complex instructions necessary to cast the spell.

Spell Scrolls

Spell scrolls can normally be used in exactly the same way as spells from a spell book (i.e. by studying and preparing the spell for later casting), in which case the the spells they contain can be re-used again and again as long as the appropriate material components are at hand. In fact, many magic-users' spell "books" are nothing more than a motley collection of scrolls, sometimes not even bound together.

In an emergency however, they can be read and cast directly from the scroll. In such a case the scroll itself acts as the focus of the spell, and is destroyed in the casting. Spell scrolls take one round per spell level to read.

A spell can be read, in the same way as a scroll, directly from a spell book. However, if the pages holding the spell instructions are not first removed from the book, the casting of the spell may destroy not only those pages but also the pages holding neighbouring spells! In a worst-case scenario, it could create a chain-reaction and destroy the entire book! Obviously, this is a last-ditch tactic, something no wizard would willingly do.

Scrolls of Protection

Protective scrolls, such as a *Scroll of Protection Against Water Elementals*, cannot be transcribed into a spell-book, but may only be read directly. They take 2d4 rounds to read.

SPELL-CASTING AND ARMOUR

Magic-users may not cast any spells when wearing any type of armour with the single exception of magical bracers.

Fighter-mages may cast spells while armoured, but only as long as the spell being cast is no higher in level than three times the "plus" of the armour. For example, a fighter-mage in +1 armour may cast any spell up to Level 3; if they wished to cast a higher level spell, then they would have to doff their armour to do so. Armour of +2 allows the casting of any spell up to Level 6, +3 armour allows casting up to Level 9, and +4 or better armour allows spell casting up to the fighter-mage's maximum of 12th level.

All spell use requires the free use of both hands, so no weapons may be in hand, nor any shield worn on arm while casting spells.

SAVING THROWS

Unless specifically stated in the spell description, any spell cast as an attack allows the victim a saving throw to avoid or mitigate its effects. For these purposes, any spell that the target is unwilling to be affected by is an attack, regardless of whether the spell effect would be harmful or not.

SPELL LISTS BY LEVEL

The spells appearing in these lists are not the only spells that exist — there are many, many more that have been developed over the eons.

These, however, are the tried and true work of the Ancient Masters of Magic, whose like is not seen in these decadent days. These spells have been thoroughly tested and codified, and as long as the appropriate conditions are met, can normally be guaranteed to work as expected.

Other spells are not necessarily so reliable, and though they may be useful and valuable, their use is often something of a gamble. They may fizzle disappointingly, or work at wildly variable levels of effect, or even backfire on their caster.

Nevertheless, any magic-user worth his or her salt would be gratified to be able to include spells in their repertoire that might be unknown to their rivals.

Level 1

1. Cure Light Wounds
2. Detect Magic
3. Detect Evil
4. Light
5. Magic Missile
6. Purify Food and Drink
7. Read Languages
8. Read Magic

Level 2

1. Charm Person
2. Hold Portal
3. Protection from Evil
4. Shield
5. Sleep
6. Turn Undead

Level 3

1. Bless
2. Continual Light
3. Detect Invisibility
4. Find Traps
5. Knock
6. Levitate
7. Magic Mouth
8. Mirror Image
9. Pyrotechnics
10. Snake Charm
11. Speak with Animals
12. Wizard Lock

Level 4

1. Darkness, 15 ft Radius
2. ESP
3. Hold Person
4. Invisibility
5. Locate Object
6. Phantasmal Force
7. Silence, 15 ft Radius

8. Stinking Cloud
9. Strength
10. Web

Level 5

1. Clairaudience
2. Darkvision
3. Dispel Magic
4. Fireball
5. Fly
6. Hold Person
7. Invisibility, 10 ft Radius
8. Locate Object
9. Monster Summoning I
10. Prot. fr. Normal Missiles
11. Rope Trick
12. Water Breathing

Level 6

1. Clairvoyance
2. Cure Disease
3. Cure Serious Wounds
4. Explosive Runes
5. Haste
6. Identify
7. Lightning Bolt
8. Prayer
9. Slow
10. Speak with Dead
11. Suggestion

Level 7

1. Charm Monster
2. Confusion
3. Extension I
4. Fear
5. Hallucinatory Terrain
6. Monster Summoning II
7. Neutralize Poison
8. Plant Growth

9. Polymorph Self
10. Prot. fr. Evil, 10 ft Radius
11. Speak with Plants
12. Sticks to Snakes
13. Wall of Ice

Level 8

1. Create Water
2. Dimension Door
3. Ice Storm
4. Massmorph
5. Polymorph Other
6. Remove Curse
7. Wall of Fire
8. Wizard Eye

Level 9

1. Animal Growth
2. Create Food
3. Extension II
4. Feeblemind
5. Hold Monster
6. Monster Summoning III
7. Quest
8. Raise Dead
9. Transmute Rock to Mud
10. Wall of Stone

Level 10

1. Animate dead
2. Commune
3. Conjure Elemental
4. Contact Other Plane
5. Dispel Evil
6. Insect Plague
7. Passwall
8. Telekinesis
9. Teleport
10. Wall of Iron

Level 11

1. Cloudkill
2. Conjure Animals
3. Find the Path
4. Finger of Death
5. Magic Jar
6. Speak with Monsters

Level 12

1. Animate Object
2. Anti-Magic Shell
3. Blade Barrier
4. Control Weather
5. Enchant Item
6. Extension III
7. Geas
8. Invisible Stalker
9. Legend Lore
10. Lower Water
11. Monster Summoning IV
12. Move Earth
13. Project Image
14. Reincarnation
15. Repulsion
16. Stone to Flesh

Level 13

1. Aerial Servant
2. Charm Plants
3. Death Spell
4. Disintegrate
5. Part Water
6. Reverse Gravity
7. Word of Recall

Level 14

1. Delayed Blast Fireball
2. Holy Word
3. Limited Wish
4. Monster Summoning V

5. Phase Door
6. Restoration
7. Resurrection
8. Simulacrum
9. Wind Walk

Level 15

1. Astral Spell
2. Cacodemon
3. Earthquake
4. Mass Invisibility
5. Power Word, Stun
6. Symbol

Level 16

1. Clone
2. Mind Blank
3. Monster Summoning VI
4. Permanency

Level 17

1. Mass Charm
2. Polymorph Object
3. Power Word, Blind
4. Symbol

Level 18

1. Maze
2. Monster Summoning VII
3. Shape Change

Level 19

1. Meteor Swarm
2. Prismatic Sphere
3. Time Stop

Level 20

1. Gate
2. Power Word, Kill
3. Wish

A

AERIAL SERVANT

Level 13

Range: Not applicable

Duration: Until task completed or insanity

This spell summons a powerful creature from the elemental planes of air to fetch and return one thing (or creature) to the caster. Only a creature with a Strength of 18 can fight its way from the servant's grasp, and even then the chance is not likely to be greater than 50%. The servant can carry up to 500 pounds in weight. An aerial servant has the following attributes: HD 16, AC 3 [16], Atk Bonus +17, Atk 1 (4d4), Move 240ft. If the servant is frustrated in its efforts to bring the desired object to the caster, it will become insane, returning and attacking him.

ANIMAL GROWTH

Level 9

Range: 120ft

Duration: 2 hours

This spell causes 1d6 normal creatures to grow immediately to giant size. While the spell lasts, the affected creatures can attack as per a giant version of the normal animal.

ANIMATE DEAD

Level 10

Range: GM discretion

Duration: Permanent

This spell animates skeletons or zombies from dead bodies. 1d6 undead are animated per level of the caster above 8th. The corpses remain animated until slain. The freshness of the cadavers will determine whether zombies or skeletons result.

ANIMATE OBJECT

Level 12

Range: 60ft

Duration: 1 hour

The caster "brings to life" inanimate objects such as statues, chairs, carpets, and tables. The objects follow the caster's commands, attacking his foes or performing other actions on his behalf. The GM must determine the combat attributes of the objects, such as armour class, speed, hit dice, and to-hit bonuses on the spur of the moment. A stone statue, as a basic example, might have AC of 1 [18], attack as a creature with 7-9HD, and inflict 2d8 points of damage. Wooden furniture would be considerably less dangerous.

ANTI-MAGIC SHELL

Level 12

Range: Caster

Duration: 2 hours

An invisible bubble of force surrounds the caster, impenetrable to magic. Spells and other magical effects cannot pass into or out of the shell.

ASTRAL SPELL

Level 15

Range: 100 miles (above ground) 100 yards (below ground)

Duration: 2 hours

The caster projects his astral form into other planes; the astral form is invisible to all creatures but those also traveling the astral plane of existence. The spell has a duration of two hours. If the caster's physical body is moved more than 100 miles from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond; and if the caster's body is underground, it need only be moved 100 yards before the connection is broken. The astral form is capable of casting spells, but there is a 3% chance per spell level that the spell will fail. Additionally, there is a 1% chance per spell level of the attempted spell that the astral spell itself will falter as a result of the spell casting, and the astral form will return to the physical body. When traveling in astral form upon the earth, the astral form may travel as fast as 100 miles per hour per level above 18th. If

the form is traveling underground, its top speed is much slower: 120ft per 10-minute turn. When traveling into the deeper regions beyond the earth, speed and distance are obviously not measured in miles.

B

BLADE BARRIER

Level 12
Range: 60ft
Duration: 12 turns

Mystical blades, whirling and thrusting, form a lethal circle around the spell's recipient, at a radius of 15ft. The barrier inflicts 7d10 points of damage to anyone trying to pass through.

BLESS

Level 3
Range: Only upon a character not in combat
Duration: 1 hour (6 turns)

This spell grants its recipient a +1 to attack rolls (and improves morale, if the recipient is not a player character). The recipient cannot already be in combat when the spell is cast.

C

CACODEMON

Level 15
Duration: GM discretion
Range: 10 ft

This spell summons a demon or other fiend (such as a devil) from the lower planes of existence. The spell provides no protection

whatsoever against the wrath of the summoned creature, and the magic user should be versed in the lore of pentacles and other magical means of hedging out demons. Gaining the demon's assistance is beyond the spell's power, coming down to a matter of negotiations and threats between the caster and the fiend.

CHARM MONSTER

Level 7
Duration: See below
Range: 60 ft

This spell operates in the same manner as charm person, but can affect any one living creature, including powerful monsters. For monsters of fewer than 3 hit dice, up to 3d6 can be affected. Monsters can break free of the charm, (one chance per week) based on their hit dice:

Hit Dice	Chance per week to break the charm
Fewer than 2	5%
2-4	10%
5-7	20%
8-10	40%
11+	80%

CHARM PERSON

Level 2
Duration: Until dispelled
Range: 120 ft.

This spell affects living bipeds of human size or smaller, such as goblins or dryads. If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence.

CHARM PLANTS

Level 13
Range: 120 ft
Duration: Until dispelled

If the plant fails a saving throw (and it need not be intelligent), it will obey the caster to the extent of its ability. The spell affects one large tree, six man-sized plants, twelve plants three feet tall, or twenty-four flower-sized plants.

CLAIRAUDIENCE

Level 5

Range: 60ft

Duration: 2 hours

Clairaudience allows the caster to hear through solid stone (limiting range to 2ft or so) and other obstacles, any sounds within a range of 60ft.

The spell's effect cannot pass through even a thin sheeting of lead, however, for this metal blocks it utterly. The spell can be cast through a crystal ball.

CLAIRVOYANCE

Level 6

Range: 60ft

Duration: 2 hours

Clairvoyance allows the caster to see through solid stone (limiting range to 2ft or so) and other obstacles, any sounds within a range of 60ft.

The spell's effect cannot pass through even a thin sheeting of lead, however, for this metal blocks it utterly.

CLONE

Level 16

Range: Short

Duration: Permanent

By this eerie and disturbing spell, a piece of flesh, taken from a living person, is grown into an exact duplicate of the person at the time the flesh was removed (whether this requires a laboratory and how much time is required to re-grow the clone depend upon the spell formula and the GM's discretion). If a clone is created while its parent-creature still lives, the clone will seek to kill its original. If it fails to achieve this goal, both the clone and the original will become insane.

CLOUDKILL

Level 11

Range: Moves 6ft per minute

Duration: 1 hour

Foul and poisonous vapors boil from the thin air, forming a cloud 15ft in radius. The cloud moves directly forward at a rate of 6ft per minute unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy

it. Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path. Even touching the cloud (much less breathing it) requires a saving throw to avoid immediate death.

COMMUNE

Level 10

Range: Upon self

Duration: 3 questions

Higher powers grant an answer to three questions the caster poses to them. Higher powers don't like constantly being interrogated by mere mortals, so the spell should be limited to once per week or so by the GM.

CONFUSION

Level 7

Range: 120ft

Duration: 2 hours

This spell confuses people and monsters, making them act randomly.

The effects of the confusion may shift every ten minutes or so, and the dice are rolled again to determine any change.

The spell affects 2d6 creatures, plus an additional creature for every caster level above 8th. Creatures of 3 hit dice or fewer are automatically affected by the spell, and it takes effect immediately. Creatures of 4 hit dice or more automatically overcome the confusion effect as it builds up to its full power (1d12 minutes, minus the caster's level), and are permitted a saving throw once the spell is at full power. Eventually, these creatures are likely to succumb to the confusion, for they must continue to make another saving throw every 10 minutes until the spell's two-hour duration has run its course.

2d6

Reaction (2d6)

2-5 Attack the caster and his allies

6-8 Stand baffled and inactive

9-12 Attack each other

CONJURE ANIMALS

Level 11
Range: 30ft
Duration: 1 hour

The caster conjures up normal animals to serve as his allies: 1 creature larger than a man (such as an elephant), 3 animals the size of a man or horse (such as a lion), or 6 animals smaller than a man (such as a wolf). The animals obey the caster's commands.

CONJURE ELEMENTAL

Level 10
Range: 240ft
Duration: Until dispelled

The caster summons a 16HD elemental (any kind) from the elemental planes of existence, and binds it to his commands. The elemental obeys the caster only for as long as the caster concentrates on it; and when the caster ceases to concentrate, even for a moment, the elemental is released and will attack him.

CONTACT OTHER PLANE

Level 10
Range: None
Duration: a certain number of yes or no questions

The caster creates a mental contact with the planes, forces, powers, and geometries of the beyond, in order to gain affirmative or negative answers to the questions he contemplates. The spell's effects depend upon how deeply into the caster quests into the various planes of existence. The caster must decide how "far" into the planes of existence he wishes to make contact. The number of planes in "depth" that he chooses will affect the number of yes or no questions he can ask, the chance that the knowledge is available at that level, the chance of receiving a wrong answer, and the chance that he will become temporarily insane from the experience. Temporary insanity lasts for as many weeks as the "number" of the plane where the caster's sanity failed (or was deliberately removed).

CONTINUAL LIGHT

Level 3
Range: 120ft
Duration: Permanent until dispelled

The targeted person or object produces light about as bright as a torch, to a radius of 120ft.

CONTROL WEATHER

Level 12
Range: GM discretion
Duration: GM discretion

The caster can summon or stop rainfall, create unusually high or low temperatures, summon or disperse a tornado, clear the sky of clouds, or summon clouds into being.

CREATE WATER

Level 8
Range: Close
Duration: Immediate

This spell creates a one-day supply of drinking water for 24 men (or horses, which drink the same amount as a man for game purposes). The amount of water doubles, and doubles again at every level beyond the spell's minimum casting level.

CREATE FOOD

Level 9
Range: Close
Duration: Immediate

This spell creates a one-day supply of food for 24 humans (or the like). At 9th level, the amount of water doubles, and doubles again at every level thereafter.

CURE DISEASE

Level 6
Range: Touch
Duration: Immediate

Cures the spell's recipient of any diseases, including magically inflicted ones.

CURE LIGHT WOUNDS

Level 1

Range: Touch

Duration: Immediate

Cures 1d6+1 hit points of damage

CURE SERIOUS WOUNDS

Level 6

Range: Touch

Duration: Immediate

Cures 2d6+2 hit points of damage

D

DARKNESS 15FT RADIUS

Level 4

Range: 120ft

Duration: 1 hour

Darkness falls within the spell's radius, impenetrable even to darkvision. A Light spell or Dispel Magic can be used to counteract the darkness.

DARKVISION

Level 5

Range: 40ft

Duration: 1 day

The recipient of the spell can see in total darkness (but not within the area of effect of a *Darkness* spell) for the length of the spell's duration.

DEATH SPELL

Level 13

Range: 240ft

Duration: Causes normal death

Within a 60ft radius, up to 2d8 creatures with fewer than 7 hit dice perish. The victims are selected from the centre of the area of effect outwards, and when the number of potential victims rolled on the effect dice have died (or

made their saving throw) the spell ceases. If two or more victims are equidistant from the epicentre, the order is determined randomly.

DELAYED BLAST FIREBALL

Level 14

Range: 240ft

Duration: Chosen by caster, up to 10 minutes

This spell creates a normal fireball, but the blast can be delayed for a period of up to 10 minutes. The burst radius, per a normal fireball, is 20ft, and damage is 1d6 per level of the caster. The blast shapes itself to the available volume (33,000 cubic feet), filling 33 ten-by-ten-by-ten cubical areas.

DETECT EVIL

Level 1

Range: 60ft from caster

Duration: 20 minutes

The caster detects any evil enchantments, evil intentions, evil thoughts, or evil auras within the spell's range. Poison is not inherently evil, and cannot be detected by means of this spell. Nor is a hungry animal or monster necessarily evil.

DETECT INVISIBILITY

Level 3

Range: 10ft per caster level

Duration: 1 hour

The caster can perceive the presence of invisible objects and creatures, possibly even those lurking in another plane of existence. The spell reveals the presence and location of an invisible thing, but it will not allow the caster to see it in any sort of detail.

DETECT MAGIC

Level 1

Range: 60ft

Duration: 20 minutes

The caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. As examples: magical items may be discovered in this fashion, as can the presence of a charm secretly laid upon a person. The

spell does not reveal the precise nature of the dweomer.

DIMENSION DOOR

Level 8

Range: 10ft casting distance (360ft teleport distance)

Duration: Immediate

Dimension door is a weak form of teleportation, a spell that can be managed by lesser magicians who cannot yet manage the *Teleportation* spell. The caster can teleport himself, an object, or another person with perfect accuracy to the stated location, as long as it is within the spell's range.

DISINTEGRATE

Level 13

Range: 60ft

Duration: Permanent, cannot be dispelled

The caster defines one specific target such as a door, a peasant, a Ravenous Bugblatter Beast of Thrarll, or a statue, and it disintegrates into dust. Magical materials are not disintegrated, and living creatures (such as the aforementioned peasant) are permitted a saving throw.

DISPEL EVIL

Level 10

Range: 30ft

Duration: 10 minutes against an item, spell, or agent of evil

This spell is similar to the spell *Dispel Magic*, but affects only evil magic. Also unlike the *Dispel Magic* spell, *Dispel Evil* functions (temporarily) against evil "sendings," possibly including dreams or supernatural hunting-beasts.

The power of an evil magic item is held in abeyance for 10 minutes rather than being permanently dispelled. Evil spells are completely destroyed.

The chance of successfully dispelling evil is a percentage based on the ratio of the level of the dispelling caster over the level of original caster (or HD of the monster).

Thus, a 6th level caster attempting to dispel an evil charm cast by a 12th level caster has a 50% chance of success ($6/12 = 1/2$, or, 50%). If the 12th level caster were dispelling the 6th level

caster's charm, the chance would be 200% ($12/6 = 2$, or, 200%).

DISPEL MAGIC

Level 5

Range: 120ft

Duration: 10 minutes against an item

Dispel magic, although it is not powerful enough to permanently disenchant a magic item (nullifies for 10 minutes), it can be used to completely dispel most other spells and enchantments.

The chance of successfully dispelling magic is a percentage based on the ratio of the level of the magic-user trying to dispel over the level of the magic user (or HD of the monster) who cast the original magic.

Thus, a 6th level magic user attempting to dispel a charm cast by a 12th level magic-user has a 50% chance of success ($6/12 = 1/2$, or, 50%). If the 12th level magic user were dispelling the 6th level magic-user's charm, the chance would be 200% ($12/6 = 2$, or, 200%).

E

EARTHQUAKE

Level 15

Range: GM discretion

Duration: Immediate

In an area 60x60ft plus an additional 10ft (in both length and width) per three levels above 17th, the caster causes a powerful earthquake. The quake topples walls, causes rock-slides, and opens gaping fissures in the earth. Any creature caught in the quake has a 1 in 6 chance of falling into the depths of the earth and killed. The earthquake's tremors do not extend in any way beyond the spell's area of effect.

ENCHANT AN ITEM

Level 12

Range: Touch

Duration: Permanent

This spell is used in the creation of a magical item, in addition to whatever research, special ingredients, and other efforts the GM may determine are necessary for the task.

ESP (DETECT THOUGHTS)

Level: 4

Range: 60ft

Duration: 2 hours

The caster can detect the thoughts of other beings at a distance of 60ft. The spell cannot penetrate more than two feet of stone, and is blocked by even a thin sheet of lead.

EXTENSION I

Level 7

Range: Same as the spell being extended

Duration: See below

Extension I lengthens the duration of another spell by 50%. Only spells of level 1-3 can be affected by Extension I.

EXTENSION II

Level 9

Range: Same as the spell being extended

Duration: See below

Extension II lengthens the duration of another spell by 50%. Extension II can affect only spells of level 1-4.

EXTENSION III

Level 12

Range: Same as the spell being extended

Duration: See below

Extension III lengthens the duration of another spell by 50%. Extension II can affect spells of level 1-5.

F

FEAR

Level 7

Range: 240ft

Duration: 1 hour of fear

This spell causes the creatures in its cone-shaped path to flee in horror (if they fail the saving throw). There is a 60% chance that they will drop whatever they are holding. The cone extends 240ft to a base 120ft across.

FEEBLEMIND

Level 9

Range: 240ft

Duration: Permanent until dispelled

Feeblemind is a spell that is especially effective against magic-users. A magic-user's saving throw (including fighter mages, elven adventurers, or any other spell-casting creature) against the spell is made at a -4 penalty, and if the saving throw fails, the victim becomes feebleminded until the magic is dispelled.

FIND THE PATH

Level 11

Range: Upon caster

Duration: 1 hour plus 10 minutes per level (1 day outdoors)

The caster perceives the fastest way out of an area, even if the area is designed to be difficult to navigate (such as a labyrinth). In the outdoors, the spell has greater power, lasting a full day.

FIND TRAPS

Level 3

Range: 30ft around caster

Duration: 20 minutes (2 turns)

The caster can perceive the presence of both magical and non-magical traps at a distance of 30ft. The spell does not reveal the precise nature of the trap.

FINGER OF DEATH

Level 11

Range: 120ft

Duration: Immediate

This spell kills a single creature (saving throw applies). Misusing the spell is an evil act that will likely invoke divine retribution of some kind.

FIREBALL

Level 5

Range: 240ft

Duration: Instantaneous

A bead-like missile shoots from the caster's finger, to explode, at the targeted location, in a furnace-like blast of fire. The burst radius is 20ft, and damage is 1d6 per level of the caster. The blast shapes itself to the available volume (33,000 cubic feet), filling 33 ten-by-ten-by-ten cubical areas. A successful saving throw means that the target only takes half damage.

If the bead strikes an intervening surface (such as an invisible door, for example) the fireball will erupt prematurely.

FLY

Level: 5

Range: Touch

Duration: 1d6 turns plus 1 turn/level

This spell imbues the magic-user with the power of flight, with a movement rate of 120 ft per round. The Game Master secretly rolls the 1d6 additional turns; the player does not know exactly how long the power of flight will last.

G

GATE

Level: 20

Range: Near the caster

Duration: See below

A gate spell creates an opening to another plane

of existence, and summons forth a specified, tremendously powerful being from the other plane, including gods and demi-gods. The caster must know the name of the creature he is attempting to summon, or the spell will fail. There is a 5% chance that the wrong being may be summoned, and (regardless whether the summoned being is the right one or not) there is a 5% chance that it will lack interest in the situation and return through the gate. The summoned being is not necessarily friendly to the caster, and may even be extremely annoyed.

GEAS

Level 12

Range: 30ft

Duration: Until task is completed

If the spell succeeds (saving throw), the caster may set a task for the spell's victim. If the victim does not diligently work at performing the task, he will suffer weakness (50% reduction in strength), and trying to ignore the geas causes death.

H

HALLUCINATORY TERRAIN

Level 7

Range: 240ft

Duration: Until touched (other than by an ally) or dispelled

This spell changes the appearance of the terrain into the semblance of what the caster desires. A hill can be made to disappear, or could be replaced with an illusory forest, for example.

HASTE

Level 6

Range: Touch

Duration: 3d6 rounds

One creature is enabled to move and attack at double normal speed. Actions that are restricted by objective time, such as spell-casting, are

unaffected. At the end of the spell's duration, the exhausted beneficiary is then allowed only 1 action per two rounds for the same number of rounds as they were hasted, plus or minus their CON bonus.

HOLD MONSTER

Level 9

Range: 120ft

Duration: 1 hour + 10 minutes per caster level

The caster targets 1d4 creatures, which are completely immobilized (saving throw applies). The caster may also target a single creature, in which case the saving throw is made with a penalty of -2.

HOLD PERSON

Level: 5

Range: 120 ft

Duration: 1 hour plus 10 minutes per caster level

The caster targets 1d4 persons (the same parameters as the Charm Person spell), who are completely immobilized (saving throw applies). The caster may also target a single person, in which case the saving throw is made with a penalty of -2.

HOLD PORTAL

Level: 2

Range: GM discretion

Duration: 2d6 turns

This spell holds a door closed for the spell's duration (or until dispelled). The door can still be battered down, but it is difficult as it is supported by the magical force holding it closed. Creatures with magic resistance can shatter the spell without effort.

HOLY WORD

Level 14

Range: 40ft radius

Duration: Immediate

The speaking of a holy word dramatically affects all those within the range of its divine power. Creatures of fewer than 5 hit dice are slain,

creatures of 5 to 8 hit dice are stunned for 2d10 turns, and creatures with 9-12 hit dice are deafened for 1d6 turns. Creatures with 13+ hit dice are unaffected but probably impressed. Note that the *Holy Word* takes no account of friend or foe. Divinities can be ineffable like that.

ICE STORM

Level 8

Range: 120ft

Duration: 1 round

A whirling vortex of ice, snow, and hail forms in a cube roughly thirty feet across. Massive hailstones inflict 3d10 hit points of damage (no saving throw applies) to all within the area.

IDENTIFY

Level 6

Range: Touch

Duration: Immediate

Over a period of time (3d6 hours) of touching and meditating over a magical object, the caster can gain some knowledge of its nature. The information will seldom be explicit — for example, all he or she might learn about a Ring of Invisibility would be that the magic was concerned with concealment, hiding, furtive action. A Wand of Fireballs might be identified as being strongly associated with elemental magic, perhaps with strong associations to the elemental plane of fire.

The spell will not, in any case, reveal any command words or phrases that are not actually inscribed on the object. It will, however, reveal such inscriptions that are magically or cunningly hidden on it.

Note that because the spell requires that the magician hold the object, he or she may then be subject to the effect of any curse or glyph or so forth associated with it.

INSECT PLAGUE

Level 10

Range: 480ft

Duration: 1 day

This spell only works outdoors. A storm of insects gathers, and goes wherever the caster directs. The cloud is approximately 8,000 cubic feet (20ft by 20ft by 20ft). Any creature of 2HD or fewer that is exposed to the cloud of insects flees in terror (no saving throw). Any creature without a particularly thick hide that is trapped within the area of effect takes 1d6 hp damage per round, regardless of any physical armour.

The swarm can travel about as fast as a running man, but not as fast as a galloping horse.

INVISIBILITY

Level 4

Range: 240ft

Duration: Until dispelled or an attack is made

The object of this spell, whether a person or a thing, becomes invisible (to both normal vision and to darkvision). If the Game Master is using the invisibility rules unchanged, the result is that an invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -4 to hit. If the invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

INVISIBILITY, 10 FT RADIUS

Level: 5

Range: 240ft

Duration: Until dispelled or an attack is made

Like the *Invisibility* spell, *Invisibility 10ft radius* makes the target creature or object invisible to normal sight and to darkvision. It also, however, throws a radius of invisibility around the recipient, which moves with him/it. If the Game Master uses the game's invisibility rules unchanged, the invisible creature cannot be attacked unless its approximate location is known, and all attacks against him/it are made at -4 to hit. If the invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

INVISIBLE STALKER

Level 12

Range: Summoned near caster

Duration: Until mission is completed

This spell summons (or perhaps creates) an invisible stalker, an invisible being with 8HD. The stalker will perform one task as commanded by the caster, regardless of how long the task may take or how far the stalker may have to travel. The stalker cannot be banished by means of dispel magic; it must be killed in order to deter it from its mission.

K

KNOCK

Level 3

Range: 60 ft

Duration: Immediate

This spell unlocks and unbars *all* doors, gates, and portals within its range, including those held or locked by normal magic.

L

LEGEND LORE

Level 12

Range: Caster

Duration: See below

Over the course of long and arduous magical efforts (1d100 days), the caster gains knowledge about some legendary person, place, or thing. The spell's final result may be no more than a cryptic phrase or riddle, or it might be quite specific.

LEVITATE

Level: 3
Range: 20 ft/ level
Duration: 1 turn/ level

This spell allows the magic user to levitate himself, moving vertically up or down, but the spell itself provides no assistance with lateral movement. A wall, cliff side or ceiling could, of course, be used to pull along hand-over-hand. Levitation allows up or downward movement at a rate of up to 6ft per minute (60ft per turn), and the caster cannot levitate more than 20ft per level from the ground level where the spell was cast (such range being applied both to movement into the air, and to downward movement into a pit or chasm).

LIGHT

Level 1
Range: 60 ft
Duration: 1 hour + 10 minutes per caster level

The target person or object (at a range of up to 120ft) produces light about as bright as a torch, to a radius of 20ft.

LIGHTNING BOLT

Level 6
Range: 240ft maximum distance
Duration: Instantaneous

A bolt of lightning extends 60ft from the targeted point, almost ten feet wide. Anyone in its path suffers 1d6 points of damage per level of the caster (half with a successful saving throw). The bolt always extends 60ft, even if this means that it ricochets backward from something that blocks its path.

LIMITED WISH

Level: 14
Range: GM discretion
Duration: changes reality

This spell is an extremely weak version of the "wish" spell. Limited wish is not even powerful enough to create or bring treasure to the caster, and under some circumstances only a part of the wish might actually be fulfilled. The spell does have the power to reach for a limited

period of time into the past or future as well as the present.

LOCATE OBJECT

Level: 4
Range: 60ft + 10ft/level
Duration: 1 round/ level

This spell gives the caster the correct direction (as the crow flies) toward an object the casters specifies with a description. The object cannot be something the caster has never seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.

LOWER WATER

Level 12
Range: 240 ft
Duration: 2 hours

This spell lowers the depth and water level of lakes, rivers, wells, and other bodies of water to one-half normal.

M

MAGIC JAR

Level 11
Range: See below
Duration: See below

This spell relocates the caster's life essence, intelligence, and soul into an object (of virtually any kind – it need not be an actual jar). The "jar" must be within 30ft of the caster's body for the transition to succeed.

Once within the magic jar, the caster can possess the bodies of other creatures and people, provided that they are within 120ft of the jar and fail a saving throw.

The caster can return his soul to the magic jar at any time, and if a body he controls is slain, his life essence returns immediately to the jar.

If the caster's body is destroyed while his soul is in the magic jar, the soul no longer has a home other than within the magic jar (although the disembodied wizard can still possess other bodies as before). If the jar itself is destroyed while the magic-user's soul is within, the soul is lost.

The magic user can return from the jar to his own body whenever desired, thus ending the spell.

MAGIC MISSILE

Level 1

Range: 150ft

Duration: Immediate

A magical missile flies where the caster directs, with a range of 150ft.

There are two versions of the magic missile spell, and your GM will specify which version (one or both) is available in his campaign: in the first version, the magic user must roll to hit the target with a +5 bonus to the roll. The missile inflicts 1d6+1 points of damage. In the second version of the spell, the missile hits automatically, doing 1d4+1 points of damage.

In either case, the magic user casts an additional two missiles for every 5 levels of experience. Thus, at fifth level, the caster is able to hurl 3 magic missiles, and 5 missiles at 10th level.

MAGIC MOUTH

Level 3

Range: Touch

Duration: Permanent until triggered or dispelled

This enchantment is set upon an object, and the magic is triggered when certain conditions established by the caster are met. When that happens, a mouth appears in the object and speaks the message it has been commanded to speak. The message may be up to 30 words long.

MASS CHARM

Level 17

Range: 120ft

Duration: until dispelled

This spell operates in the same manner and with the same restrictions as Charm Person. However, it affects a total of 30HD of creatures,

in any combination. All saving throws are made with a penalty of -2.

MASS HASTE

Level 10

Range: Up to 24 creatures within 60' radius

Duration: 3d6 rounds

Up to 24 creatures within 60' of the spell-caster are enabled to move and attack at double normal speed. If there are more than 24 creatures within the area of effect, they will be affected from nearest outwards, until the limit of 24 creatures has been attained. Precise target selection is not under the control of the spell-caster. Actions that are restricted by objective time, such as spell-casting, are unaffected. At the end of the spell's duration, the exhausted beneficiaries are then allowed only 1 action per two rounds for the same number of rounds as they were hasted, plus or minus their CON bonus.

MASS INVISIBILITY

Level 15

Range: 240ft

Duration: See below

This spell makes 1d3 hundred man or horse-sized creatures (or objects) invisible, as if they had been affected by a single invisibility spell. The spell can also affect up to 6 creatures of dragon size. As with the invisibility spell, the enchantment lasts until dispelled or until the creature makes an attack.

MASSMORPH

Level 8

Range: 240ft

Duration: Until negated by the caster or otherwise dispelled

One hundred or fewer man or horse-sized creatures are changed to appear like innocent trees. The illusion is so perfect that creatures moving through the "forest" will not detect the deception.

MAZE

Level 18

Range: 60ft

Duration: Depends on intelligence

The targeted creature disappears into a gap in reality, where strange curving and branching passages conceal the way out. Creatures with intelligence lower than 6 require 2d4 x3 rounds (minutes) to escape the interdimensional prison. Creatures with intelligence 7-11 require 2d4 rounds, and creatures with an intelligence of 12+ require only 1d4 rounds to puzzle the way back into normal reality. Although monsters aren't described with specific intelligence scores, it shouldn't be hard to determine into which category any specific monster falls. Unless ruled otherwise by the GM, there is no saving throw to avoid the spell.

METEOR SWARM

Level 19

Range: 240ft

Duration: Instantaneous

Tiny meteors swarm from the caster's hands and explode into fireballs where he desires. The caster may hurl 4 normal fireballs for 10d6 damage or 8 fireballs of 10ft diameter that inflict 5d6 points of damage. A saving throw is permitted in order to take half damage.

MIRROR IMAGE

Level 3

Range: Around caster

Duration: 1 hour or until destroyed

The spell creates 1d4 images of the caster, acting in perfect synchronization with him like mirror images. Attackers cannot distinguish the images from the caster, and may attack one of the images instead of the caster himself (determine randomly). When a hit is scored upon one of the images, it disappears.

MONSTER SUMMONING

Level 5-18

Range: not applicable

Duration: 6 rounds (minutes)

The caster summons allies, who serve him until slain (or until the duration of the spell expires).

The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear. Evil casters may get the monsters in parentheses, at the GM's option

1d6 Level 5: Monster Summoning I

- | | |
|---|------------------------|
| 1 | 1d6 Giant rats |
| 2 | 1d3 Dwarves (goblins) |
| 3 | 1d3 Elves (hobgoblins) |
| 4 | 1d6 Kobolds |
| 5 | 1d3 Orcs |
| 6 | 1d3 Skeletons |

1d6 Level 7: Monster Summoning II

- | | |
|---|----------------|
| 1 | 1d2 Hobgoblins |
| 2 | 1d2 Zombies |
| 3 | 1d2 Gnolls |
| 4 | 1d2 Bugbears |
| 5 | 1d6 Orcs |
| 6 | 1d6 Skeletons |

1d6 Level 9: Monster Summoning III

- | | |
|---|-------------------|
| 1 | 1d4 Bugbears |
| 2 | 1d2 Harpies |
| 3 | 1d2 Ochre Jellies |
| 4 | 1d2 Were-rats |
| 5 | 1d2 Wights |
| 6 | 1d2 Wild Boar |

1d6 Level 12: Monster Summoning IV

- | | |
|---|------------|
| 1 | 1 Gargoyle |
| 2 | 1 Ogre |
| 3 | 1 Owlbear |
| 4 | 1 Shadow |
| 5 | 1 Werewolf |
| 6 | 1 Wraith |

1d6 Level 14: Monster Summoning V

- | | |
|---|--------------|
| 1 | 1 Cockatrice |
| 2 | 1 Manticore |

3	1 Minotaur
4	1 Ogre Mage
5	1 Salamander
6	1 Troll

1d10 Level 16: Monster Summoning VI

1	1 Black Dragon
2	1 Chimera
3	1 Efreeti
4	1 Flesh Golem
5	1 Frost Giant
6	1 Hill Giant
7	1 Hydra (7 heads)
8	1 Mummy
9	1d2 Ogre Magi
10	1 White Dragon

1d10 Level 18: Monster Summoning VII

1	1d2 Chimerae
2	1 Fire Giant
3	1 Hydra (9 heads)
4	1 Iron Golem
5	1 Lich
6	1 Purple Worm
7	1 Red Dragon
8	1 Stone Golem
9	1 Storm Giant
10	1 Titan

MOVE EARTH

Level 12

Range: 240ft radius

Duration: 1 hour, effects permanent

This spell can only be used above ground. It allows the caster to move earth and/or unworked stone within the spell's area of effect at a rate of 6ft per minute (60ft per turn).

Precision in shaping the earth or stone is not possible, but crude features like trenches or dikes can be created, knolls flattened or raised, a river-bed shifted, etc. Note that the spell does

not create or destroy material, so if it is used to raise a dike, for example, earth must be drawn from adjacent areas to do so, probably creating a ditch in the process.

The spell requires concentration by the magic-user throughout the process. It is centred on the location of the magic-user and earth or stone up to 240' from that point can be affected.

N

NEUTRALIZE POISON

Level 7

Range: Touch

Duration: Immediate

This spell counteracts poison if used promptly, but can't be used to bring the dead back to life later on.

P

PART WATER

Level 13

Range: 1 hour

Duration: 120ft

This spell creates a gap through water, but only to a depth of 10ft.

PASSWALL

Level 10

Range: 30 ft

Duration: 30 minutes (3 turns)

This spell creates a hole through solid rock, about 7 feet high, 10ft wide, and 10ft deep (possibly deeper at the discretion of the GM).

The hole closes again at the end of the spell's duration.

PERMANENCY

Level 16

Range: See below

Duration: Permanent until dispelled by opponent of twice caster's level

This spell makes the effect of another spell permanent – unless a wizard of twice the caster's level dispels it. No more than one permanency is ordinarily possible on any one object, and no more than two upon a creature. Considerable GM discretion is required for the use of this spell: many spells should not be subject to being made permanent.

PHANTASMAL FORCE

Level 4

Range: 240ft

Duration: Until concentration ends

This spell creates a realistic illusion in the sight of all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real, he can take damage from it. Unless the Game Master rules otherwise, victims of the spell are permitted a saving throw, and the illusion cannot cause more than 2d6 points of damage per victim.

PLANT GROWTH

Level 7

Range: 240ft

Duration: Permanent until dispelled

Up to 300 square feet of ground can be affected by this spell; undergrowth in the area suddenly grows into an impassable forest of thorns and vines. The caster can decide the shape of the area to be enchanted. An alternate version (GM's decision) would allow the spell to affect an area of 300x300ft, for a total of 90,000 square feet)

POLYMORPH OBJECT

Level 17

Range: 240ft

Duration: Varies at GM discretion – see

below

An object can be turned into another object, animal, vegetable, or mineral.

The degree of change will affect the spell's duration. Animal-to-animal changes, vegetable-to-vegetable changes, and mineral-to-mineral changes are all likely to remain permanent until dispelled.

Thus, turning a human into an orc, or turning a wall into a pile of sand, would both result in a permanent change.

On the other hand, turning a shrub into a thinking human being would last only a small number of turns. Determining how long a proposed use of the spell will last is the province of the GM; it is important to remember that this is an eighth level spell of considerable power – but not as powerful as a ninth level wish spell.

POLYMORPH OTHER

Level 8

Range: 240ft

Duration: Permanent until dispelled

This spell allows the caster to turn another being into a different type of creature (such as a dragon, a garden slug, and of course, a frog or newt). The polymorphed creature gains all the abilities of the new form, but retains its own mind and hit points.

POLYMORPH SELF

Level 7

Range: Affects caster

Duration: 1 hour or GM discretion

The caster assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The GM might allow the benefit of the new form's armour class, if it is due to heavily armoured skin. A great deal of the spell's effect is left to the Game Master to decide.

POWER WORD, BLIND

Level 17

Range: 120ft

Duration: 1d4 or 2d4 days (see below)

The caster speaks a word of power to a particu-

lar creature. If that creature has fewer than 40 hit points, it is instantly blinded for 2d4 days; if the creature has from 41 to 80 hit points, it is blinded for 1d4 days. If the creature has more than 80 hit points it is not affected by the spell. No saving throw applies.

POWER WORD KILL

Level 20
 Range: 120ft
 Duration: Immediate

The caster speaks a word of power to a particular creature. If that creature has fewer than 50 hit points, it is slain by the word it hears; if it has more than 50 hit points it is not affected by the spell. No saving throw applies.

POWER WORD, STUN

Level 15
 Range: 120ft
 Duration: 1d6 or 2d6 turns (see below)

The caster speaks a word of power to a particular creature. If that creature has fewer than 35 hit points, it is instantly stunned for 2d6 turns; if the creature has from 36 to 70 hit points, it is stunned for only 1d6 turns. If the creature has more than 70 hit points it is not affected by the spell. No saving throw applies.

PRAYER

Level 6
 Range: 30ft
 Duration: The following melee round

The prayer spell seeks short-term favor from the gods to help some other spell or attack to succeed. Prayer affects a 20x20ft area, causing a saving throw penalty to all creatures in that area. The penalty is a -1, plus an additional -1 for every ten caster levels. Thus, a 10th level caster causes a saving throw penalty of -2. The penalty actually takes effect in the melee round following the one in which it was cast.

PRISMATIC SPHERE

Level 19
 Range: 10ft sphere
 Duration: 1 hour

A sphere of seven colours whirls about the magic-user, with a radius of ten feet. The glowing colours form a layered spectrum; to destroy the sphere, each layer must be destroyed in turn from Red to Orange, to Yellow, to Blue, to Indigo, and then to the innermost Violet layer. Any creature of 7 or fewer hit dice that looks upon the sphere will be blinded for 1d6 turns. The layers of the spectrum, from outermost (red) to innermost (violet) are as shown on the table below.

PRISMATIC SPHERE EFFECTS		
Layer	Effect of the Color	Layer Negated by:
Red	Causes 12 points of damage to the touch, stops any magic arrows or missiles (including the spell magic missile)	Ice Storm or other cold-based attack
Orange	Causes 24 points of damage to the touch. Stops arrows and any other non-magical missile.	Lightning Bolt or other electrical attack
Yellow	Causes 48 points of damage to the touch. Blocks all breath weapons.	Magic missile spell or a magical arrow
Green	Causes death (saving throw allowed) to the touch. Blocks any scrying and detection-type spells from seeing within.	Passwall spell or other earth-moving magic
Blue	Turns flesh to stone when touched (saving throw allowed). Blocks all divine (casteral) magic from passing through	Disintegrate spell (or from a wand or item)
Indigo	Causes death and destroys the soul utterly when touched (saving throw allowed)	Dispel magic
Violet	Causes permanent insanity when touched. Blocks all arcane (magic-user) spells.	Continual light

PROJECT IMAGE

Level 12

Range: 240ft

Duration: 1 hour

The caster projects an image of himself, to a maximum range of 240ft. Not only does the projected image mimic the caster's sounds and gestures, but also any spells he casts will appear to originate from the image.

PROTECTION FROM EVIL

Level 2

Range: Affects caster only

Duration: 1 hour

Creates a magical field of protection around the caster, blocking out all enchanted monsters (e.g., elementals and demons). Evil monsters suffer a -1 penalty to hit the caster, and the caster gains +1 on all saving throws against such attacks. If the caster already has any magical bonuses to his saving throws or armour class, the bonus from the magic circle has no effect (although the protective circle still functions against enchanted creatures).

PROTECTION FROM EVIL, 10' R.

Level 7

Range: 10ft radius around the caster

Duration: 2 hours

The spell creates a magical field of protection, ten feet in radius, around the caster. The field blocks out all enchanted monsters (e.g., elementals and demons). Evil monsters suffer a -1 penalty to hit anyone within the protective globe, and these shielded individuals gain +1 on all saving throws against such attacks. If a person in the circle already has any magical bonuses to his saving throws or armour class, the bonus from the magic circle has no effect (although the protective circle still functions against enchanted creatures).

PROTECTION FROM NORMAL MISSILES

Level 5

Range: Upon caster

Duration: 2 hours

The caster becomes invulnerable to small non-

magical missiles, although larger missiles such as boulders or ballista bolts will overcome the spell's magic.

PURIFY FOOD AND DRINK

Level 1

Range: Close or touch (GM discretion)

Duration: Immediate

Enough food and water for up to a dozen people is made pure, removing spoilage and poisons.

PYROTECHNICS

Level 3

Range: 240 ft

Duration: 1 hour

The caster creates either fireworks or blinding smoke from a normal fire source such as a torch or campfire. The GM will decide exactly how much smoke is produced, what effect it has, and what happens to it as it's produced, but the amount of smoke will definitely be more than 20 cubic feet.

Q

QUEST

Level 9

Range: Speech range

Duration: Until completed

If the spell succeeds (saving throw), the caster may set a task for the spell's victim. If the victim does not diligently work at performing the task, he will suffer weakness (50% reduction in strength), and an attempt to entirely abandon the quest incurs a curse set by the caster (details to be approved by the GM).

R

RAISE DEAD

Level 9

Range:

Duration:

Raise Dead allows the caster to raise a corpse from the dead, provided it has not been dead too long. The normal time limit is 5 days, but for every caster level higher than 8th, the time limit extends another 5 days. Characters with low constitution might not survive the ordeal, and even for those with strong constitution a period of at least a week is required before they can function normally. This spell only functions on races that can be used for player characters (i.e., "human-like").

READ LANGUAGES

Level 1

Range: normal reading distance

Duration: One or two readings

This spell allows the caster to decipher directions, instructions, and formulae in languages unknown to the caster. Particularly useful for treasure maps; doesn't solve codes.

READ MAGIC

Level 1

Range: Caster only

Duration: 2 scrolls or other magical writings

This spell allows the caster to read the magical writings upon scrolls and (occasionally) dungeon walls. Without the use of this spell, magical writing cannot be read even by a magic-user.

REINCARNATION

Level 12

Range: Touch

Duration: Instantaneous

This spell brings a dead character's soul back from the dead, but the soul reappears in a newly formed body.

If the resulting creature is a normal character race, roll 1d6 to determine the character's new level.

REMOVE CURSE

Level 8

Range: Very close

Duration: Immediate

This spell, if successful, removes one curse from a person or object.

The chance of successfully removing a curse depends on the relative levels of the entity who bestowed the curse, and the magic-user attempting to remove it. A magician has a 10% chance of success per level *above* that of the curser.

For example, if a curse laid by a 6th level caster is being removed by a 10th level magician, he or she would have a 40% chance of success. A 16th level wizard would have a 100% chance of success. A 6th or lower level magic-user would have no chance at all.

If the victim is under the influence of multiple curses, the spell affects the lowest-level curse first. If all the curses are the same level, one is removed (hopefully) at random per casting of the spell.

REPULSION

Level 12

Range: 120ft

Duration: 1 hour

Any creature trying to move toward the caster finds itself moving away, instead.

RESTORATION

Level 14

Range: GM discretion

Duration: Immediate

This spell restores levels lost to such horrible creatures as wraiths and shadows. An evil reversal of the spell allows an evil caster to drain a level from his target. The "good" version of the spell is exhausting to the caster, incapacitating him for 2d10 days. It is in the discretion of the GM to allow this spell to restore lost points of ability scores as well as lost levels.

RESURRECTION

Level 14

Range: GM discretion

Duration: Immediate

This spell (also called “Raise Dead Fully”) raises the dead back to life, in the same manner as the raise dead spell. It is, however, considerably more powerful: the person raised from the dead needs no time to recuperate from the experience of death, and suffers no other penalties. An evil “reversal” of the spell can also be cast, which causes death with no saving throw.

REVERSE GRAVITY

Level 13

Range: 90ft

Duration: 1 round (minute)

The spell reverses gravity in a cubical area, 30x30x30ft. Anything in the area falls upward, and then when the spell ends they fall back down again.

ROPE TRICK

Level 5

Range: As far as you can throw a rope

Duration: 1 hour + 1 turn/level

The caster tosses a rope into the air, and it hangs there, waiting to be climbed. The caster and up to three others can climb the rope and disappear into a small other dimension. The rope itself can be pulled into the pocket dimension, or left outside. If it's left outside, someone may steal it, though.

S

SHAPE CHANGE

Level 18

Range: Cast on self

Duration: 1d6+10 turns, plus 1turn/level

When the caster casts this spell upon himself, he

is able to turn at will into a variety of creatures. In each form, he gains the characteristics of the creature (much as with the polymorph others spell). Thus, turning into a dragon actually allows the caster to use the dragon's breath weapon. The caster might then choose to turn into a raven, then a frog, and whatever other creatures he might choose. It is not, of course, required that the caster use more than one shape – if he wants to remain as a dragon for the duration of the spell, that's fine.

SHIELD

Level 2

Range: Cast upon self

Duration: 2 turns

The caster conjures up an invisible shield that interposes itself in front of attacks. The shield improves the caster's armour class to 2 [17] against missile attacks and to 4 [15] against other (melee) attacks. If the caster's armour class is already better than the spell would grant, the spell has no effect.

SILENCE, 15FT RADIUS

Level 4

Range: 180ft

Duration: 12 turns

Magical silence falls in an area 15ft around the targeted creature or object, and moves with it. Nothing from this area can be heard outside, no matter how loud.

SIMULACRUM

Level 14

Range: Touch

Duration: Permanent

The caster creates a duplicate of himself or some other person. The basic form is created from snow and ice, and must then be animated (animate dead is an acceptable means). A limited wish (along with the actual simulacrum spell) is then used to imbue the animated form with intelligence and certain knowledge of the person being simulated. The simulacrum gains 30-60% (use a d3) of the simulated creature's knowledge and experience. The simulacrum follows its creator's orders. It is worthy of note that the simulacrum is not a perfect representation of the original. Side by side, the differences

are obvious, and the simulacrum is a magical creature detectable with a detect magic spell. If the original of the simulacrum dies, a strange effect begins: the simulacrum begins to gain the knowledge and experience of the dead individual at a rate of 1% per week (to a maximum of 90%).

SLEEP

Level 2
Range: 240ft
Duration: 1 hour

This spell puts enemies into an enchanted slumber (no saving throw is permitted). It affects creatures based on their hit dice.

Hit Dice of Victims	Number Affected
Less than 1 to 1+1	4d4
1+2 to 2+x	2d6
3 to 4+1	1d6

SLOW

Level 6
Range: 240ft
Duration: 3 turns (30 min)

In an area of radius of 60ft around the point where the spell is targeted, as many as 24 creatures failing a saving throw can only move and attack at half speed.

SNAKE CHARM

Level 3
Range: 60ft
Duration: 1d4+2 turns

1 hit die of snakes can be charmed per level of the caster. The snakes obey the caster's commands.

SPEAK WITH ANIMALS

Level 3
Range: Upon caster
Duration: 6 turns

The caster can speak with normal animals. There is a chance that the animals will assist him, and they will not attack him or his party (unless he's got something particularly offensive

to say).

SPEAK WITH THE DEAD

Level 6
Range: Close or touch (GM discretion)
Duration: 3 questions

The caster can ask three questions to a corpse, and it will answer, although the answers might be cryptic. Only higher-level casters have enough spiritual power to command answers of long-dead corpses. Casters lower than 8th level can only gain answers from bodies that have been dead 1d4 days. Casters level 8-14 can speak to corpses that have been dead 1d4 months. Casters of level 15+ can gain answers from a corpse of any age, including thousand-year old relics (as long as the body is still relatively intact). Take note that there's a die roll involved here: for example, a seventh level caster attempting to speak with a 2 day old corpse might still fail – his d4 roll might indicate that he can only talk to a 1 day old corpse with this attempt at the spell.

SPEAK WITH MONSTERS

Level 11
Range: Speaking range
Duration: 3d4 questions

The caster can speak with any type of monster, for the duration of a certain number of questions. The monster is not forced to answer.

SPEAK WITH PLANTS

Level 7
Range: 30ft speaking range
Duration: 6 turns

The caster can speak with and understand the speech of plants. Plants smaller than trees will obey his commands, moving aside when requested, etc.

STRENGTH

Level 4
Range: Touch
Duration: 8 hours (80 turns)

For the duration of the spell, a fighter gains 2d6 points of strength, a thief gains 2d4 points of

strength, and a spell-caster of any kind gains 1d6 points of strength. The recipient gains all of the usual benefits of greater strength, such as increased “to-hit” probability and damage adjustments, encumbrance, and so forth.

STICKS TO SNAKES

Level 7

Range: 120ft

Duration: 1 hour

The caster may turn as many as 2d8 normal sticks into snakes, each one having a 50% chance of being venomous. The snakes follow his commands, but turn back into sticks at the end of the spell (or when killed).

STONE TO FLESH

Level 12

Range: 120ft

Duration: Permanent until reversed

This spell transforms flesh into stone or stone into flesh, as desired by the caster. A saving throw is permitted to avoid being turned into stone, but if the spell succeeds the victim is transformed into a statue (until the stone-to-flesh version of the spell is cast).

SUGGESTION

Level 6

Range: Up to shouting distance

Duration: 1 week

The caster speaks a hypnotic suggestion to his intended victim. If the victim fails a saving throw, he will carry out the suggestion (as long as it can be performed within a week). The suggestion might not call for the action to be carried out immediately. A suggestion that the victim kill himself is only 1% likely to be obeyed.

SYMBOL

Level 15

Range: GM discretion according to the symbol

Duration: Varies according to the symbol used

A symbol spell creates a deadly magical trap, written into the shape of an arcane rune. The

rune’s magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it. Various different runes are known, and others may be possible:

- Symbol of Death: Deals 80 hit points of damage
- Symbol of Discord: Causes all creatures in the hostile group to begin arguing, and possibly fighting amongst themselves with lethal intent.
- Symbol of Fear: Casts a Fear spell.
- Symbol of Insanity: Up to 100HD of creatures are driven insane by a curse.
- Symbol of Sleep: Casts a Sleep spell affecting double the normal number of creatures and with double the normal duration.
- Symbol of Stunning: 150 Hit dice of creatures are affected as per a Power Word: Stun.

T

TELEKINESIS

Level 10

Range: 120ft

Duration: 6 turns (1 hour)

The caster can move objects using mental power alone. The amount of weight he can lift and move is 20 pounds per level. It is up to the GM’s interpretation of the spell whether the objects can be thrown and at what speed.

TELEPORT

Level 10

Range: Touch

Duration: Instantaneous

This spell transports the caster or another person to a destination that the caster knows (at least knowing what it looks like from a picture or a map). Success depends on how well the caster knows the targeted location:

- 1) If the caster has only seen the location in a picture or through a map (i.e., his knowledge is not based on direct experience), there is only a 25%

chance of success, and failure means death, for the traveler's soul is lost in the spaces between realities.

- 2) If the caster has seen but not studied the location, there is a 20% chance of error. If there is an error, there is a 50% chance that the traveler arrives low, 1d10 x10 feet below the intended location (with death resulting from arrival within a solid substance). If the error is high (over the 50% chance for a "low" arrival), the traveler arrives 1d10 x10ft over the targeted location – probably resulting in a deadly fall.
- 3) If the caster is well familiar with the location, or has studied it carefully, there is only a 5% chance of error – a 1 in 6 chance of teleporting low, otherwise high. In either case, the arrival is 1d4 x10ft high or low.

TIME STOP

Level 19

Range: Around caster

Duration: 1d4+1 rounds (minutes)

The caster stops the passage of time in a radius about 15 feet around himself (the time-stopped area does not thereafter move with the caster. Any creatures within this area are suspended in time, unable to act. The caster is not stopped in time while in the area or beyond.

TRANSMUTE ROCK TO MUD

Level 9

Range: 120ft

Duration: 3d6 days, unless spell is reversed

This spell transmutes rock (and any other form of earth, including sand) into mud. An area of roughly 300x300ft becomes a deep mire, reducing movement to 10% of normal.

TURN UNDEAD

Level 2

Range: 60° cone, 10' + 10' per level

Duration: 3d6 rounds (or 24 hours for command)

This spell grants the caster the ability to turn undead, causing them to flee or even outright destroying them. When a turning attempt is made, a d20 should be rolled and the Turning table consulted for the result.

- If the number on the die is equal to or greater than the number shown on the table, all undead creatures of the targeted type are turned and will flee for 3d6 rounds, or will cower helplessly if they cannot flee.
- If the table indicates "T", all undead creatures of the targeted type are automatically turned and will flee for 3d6 rounds, or

		Turning the Undead										
		Character Level										
Type of Undead	Example	1	2	3	4	5	6	7	8	9-13	14-18	19+
Type 1	Skeleton	10	7	4	T	T	D	D	D	D	D	D
Type 2	Zombie	13	10	7	T	T	D	D	D	D	D	D
Type 3	Ghoul	16	13	10	4	T	T	D	D	D	D	D
Type 4	Shadow	19	16	13	7	4	T	T	D	D	D	D
Type 5	Wight	20	19	16	10	7	4	T	T	D	D	D
Type 6	Ghast	---	20	19	13	10	7	4	T	T	D	D
Type 7	Wraith	---	---	20	16	13	10	7	4	T	D	D
Type 8	Mummy	---	---	---	19	16	13	10	7	4	T	D*
Type 9	Spectre	---	---	---	20	19	16	13	10	7	T	T
Type 10	Vampire*	---	---	---	---	20	19	16	13	10	4	4*
Type 11	Ghost	---	---	---	---	---	20	19	16	13	7	4
Type 12	Lich	---	---	---	---	---	---	20	19	16	10	7
Type 13	Demon	---	---	---	---	---	---	---	20	19	13	10

- cover helplessly if they cannot flee.
- For Lawful or Good characters, if the table indicates “D”, the undead creature is automatically destroyed and will crumble to dust. For Chaotic or Evil characters, a result of “D” indicates that the undead are forced into the character’s command for a period of 24 hours

*Vampires cannot be turned automatically

W

WALL OF FIRE

Level 8

Range: 60 ft

Duration: Concentration

A wall of fire flares into being and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Passing through the fire inflicts 1d6 hit points of damage (no saving throw) and undead creatures sustain twice the normal damage. The caster may choose to create a straight wall 60ft long and 20ft high, or a circular wall with a 15ft radius, also 20ft high.

WALL OF ICE

Level 7

Range: 60ft

Duration: Concentration

The caster conjures up a wall of ice, six feet thick and non-transparent. The caster may choose to create a straight wall 60ft long and 20ft high, or a circular wall with a 15ft radius, also 20ft high. Creatures with 3 or fewer hit dice cannot affect the wall, but creatures of 4+ hit dice are able to smash through it, taking 1d6 points of damage in the process. Creatures with fire-based metabolisms take 2d6 instead of the normal 1d6. Fire spells and magical effects are negated in the vicinity of the wall.

WALL OF IRON

Level 10

Range: 60ft

Duration: 2 hours

The caster conjures an iron wall from thin air. The wall is 3ft thick, 50ft tall, and 50ft long.

WALL OF STONE

Level 9

Range: 60ft

Duration: Permanent until dispelled

The wall of stone conjured by this spell is two feet thick, with a surface area of 1,000 square feet. The caster might choose to make the wall 50ft long (in which case it would be 20ft tall), or 100ft long (in which case it would be only 20ft tall).

WATER BREATHING

Level 5

Range: 30ft

Duration: 2 hours

The recipient of the spell is able to breathe underwater until the spell’s duration expires.

WEB

Level 4

Range: 30ft

Duration: 8 hours

Fibrous, sticky webs fill an area up to 10x10x20ft. It is extremely difficult to get through the mass of strands – it takes one turn if a torch and sword (or a flaming sword) are used, and creatures larger than a horse can break through in 2 turns. Humans take longer to break through – perhaps 3-4 turns or longer at the GM’s discretion.

WIND WALK

Level 14

Range: Touch

Duration: 1 day or until dispelled

The caster and one other person in contact with him become incorporeal and mist-like, able to travel through walls and other obstacles. The caster can bring this companion along, traveling

at 48ft per minute indoors (or in subterranean settings) and much faster outdoors.

pre-prepared sanctuary.

WIZARD EYE

Level 8

Range: 240ft movement from creator

Duration: 1 hour

The caster conjures up an invisible, magical "eye," that can move a maximum of 240ft from its creator. It floats along as directed by the caster, at a rate of 120ft per turn (12ft per minute)

WIZARD LOCK

Level 3

Range: Close to door

Duration: Permanent until dispelled

As with a hold portal spell, Wizard Lock holds a door closed, but it is permanent until dispelled. Creatures with magic resistance can shatter the spell without effort. Any magic-user three levels or higher than the caster can open the portal, and a Knock spell will open it as well (although the spell is not permanently destroyed in these cases).

WISH

Level 20

Range: Unlimited

Duration: See below

This spell is not all-powerful; it grants wishes of limited scope (although more powerful than a limited wish). The Game Master's discretion will rule what sort of wishes are within the spell's power (one possible guideline – not official – might be that a wish can grant effects that would be similar in power to a spell of level 8 or lower, with permanent effect in many cases). After casting a wish spell, the magic-user is too mentally drained to cast spells for a period of 1d4 days.

WORD OF RECALL

Level 13

Range: Indefinite

Duration: Immediate

The caster teleports without error back to his

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